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THE DOOM MASTER

WADAZINE

#8

THE 2020 WADAZINE AWARDS



THE ULTIMATE WAD GUIDE

DECOMPILING HORROR: *THE REVERSE ENGINEERING OF DOOM 64*

GOOD MORNING PHOBOS • JUMPMAZE X • HALLS OF THE GOAT CHILD
SCYTHE X • DBP12 • HURT • ESCALATION TITAN • WRATH OF CRONOS



WRITERS OF THIS VERY SPECIAL EDITION:

Endless: keeping up with the Christmas and Doom spirit with some articles, reviews and the fantastic Wadazine Awards.
TheNoob_Gamer: diving deep into the Newstuff and creating his own small section of nimble Newstuff mentionations.
Redneckerz: joining the WAD recommendations.
Caze: a newcomer WAD reviewer! Bringing quite the interesting recommendation.
ThEvilGrin: full of recommendations and talent for the WAD Corner, she has proved to be a true WAD Master.
Gaia74: joining the WAD recommendations team alongside Caze!
Zurdwango: keeping up with the WAD recommendations.
Immorpher: our D64 sage brings some wisdom with his own article.

VERY SPECIAL THANKS TO:

Doomkid and **Chris Hansen**: our hosts.
Bridgeburner56 and **Taufan99**: server mods and advisers.
4MATC and *NIKOXENOS*: editors and graphics wizards.
Elend: designer of the Wadazine face and other awesome, secret stuff.
Simpletonium and **Major Arlene**: proofreading and assistance.

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The Doom Master Wadazine is a magazine, personal and fan project under the direction of Christian Hernández, aka Endless, and the fan-community of the *Doom Master Wadazine*.

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HEY! DO YOU LIKE TO WRITE?

DOWN HERE AT THE WADAZINE, WE ARE ALWAYS LOOKING FOR NEW BLOOD REVIEWERS TO CONTRIBUTE ARTICLES! SOME OF THE KIND OF CONTENT PRINTED IN THE WADAZINE INCLUDE:

DOOM RELATED ARTICLES
WAD RECOMMENDATIONS
DOOM NEWS STORIES
DOOM POETRY
FAN FICTION? WHY NOT
ANGRY OPEN LETTERS TO JOHN ROMERO

HOW ABOUT GRAPHIC DESIGN?

THE WADAZINE IS BURSTING AT THE SEAMS! WE ACCEPT SUBMISSIONS FROM NOT ONLY WRITERS, BUT VISUAL ARTISTS TOO!

DOOM FAN ART
DOOM COMICS
ARTICLE DESIGN
WADAZINE COVER DESIGNS
HILARIOUS FAKE ADS
OTHER COOL IDEAS WE DIDN'T DO YET



IF YOU ARE INTERESTED IN CONTRIBUTING TO THE ZINE, HIT UP THE OFFICIAL DMW DISCORD OR RUTHLESSLY HUNT DOWN THE TEAM ON DOOMWORLD TO SEE HOW YOU CAN HELP!

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INTRODUCTION

THE 8TH ISSUE of the great Wadazine**,** and our last issue of 2020! Closing this year, we bring you, dear doomers, something special for all of you lovely demon-killers and write-ups lovers alike out there! Here we present our first ever iteration of the ***Wadazine Awards***, our own yearly Doom ceremony that celebrates the best of the best among the writers of our community and also mappers of this fantastical game. Three different categories, three different winners, three different quality choices that shall live on in the annals of our history.

Not only is this our last issue of the year, but this is our own way of celebrating Doom's birthday issue! For December 10th marked a step in the history of humankind: Doom was released. After all, we all know that Doom is the only reason we are still sane in this year of loneliness and boredom. Thank you Doom, for that and much more; happy birthday to the greatest FPS ever.

On a more personal note, I want to take this space to give a special thanks to everyone and anyone that has stayed with us for all our 8 issues. This project is one that I never thought would become such a hit, such a community, such a team. The idea was simple, I wanted to create a 15-day issue Doom magazine that covered articles and WADs, yet things got even better than that. Immediately, since day 1, people offered help and advice in the improvement of this awesome project. Each day more and more doomers started to join the community and without even noticing, we are more than 150 members in the Discord community and we got quite the following on Doomworld! Now, we aren't just a magazine that came out of nowhere, we are THE magazine that came out of nowhere to stay and make show our love to the Doom community with our articles, all our recommendations, our ads, or promotions, our events, our everything.

Without my editors, I wouldn't be able to deliver such an outstanding visual quality.
Without my writers, I would've got stuck in the same topics over and over again.
Without my graphics designers, I would still be using MS Paint to make the Wadazine.
Without my Doom Masters, I would just be talking to myself in the mirror doing the same thing.
Without my WAD reviewers, I would be choking myself trying to find something to recommend.
Without my promoters, I wouldn't have reached so far and so wide.
Without my hosts, I wouldn't have been capable of protecting this legacy.

And without this community, I'd be nothing.

Thank you all. From the deepest space of my lonely heart. Thanks to everyone that helped this dream come true.

We'll see you in 2021!

– Endless
EDITOR-IN-CHIEF

THE DOOM MASTER WADAZINE COMMUNITY PRESENTS

WADAZINE AWARDS 2020

CELEBRATING DOOM HISTORY AND MORE!



INTRODUCING the *Wadazine Awards*! A special celebration that cherishes both the community and the long-lasting history of **Doom**. A special effort that aims to celebrate the fantastic contents that the map makers provide each year; the beautiful write-ups that the community publishes and the magistral work that some writers of the community have pumped for their entire **Doom** careers.

This is our way to give a spotlight to those works that are deemed worthy of the honour, the recognition, the title. But most importantly, this is our way to say thank you to everyone that has contributed with their own piece of **Doom** content to the world.

Our aim is to shed light on the dark side of the community; the hidden work that multiple writers do to produce unique and admirable pieces of literature and therefore their effort and insight among the whole ocean of content that the **Doom** community gives us non-stop. This is our way of sending love and well-deserved recognition to those writers who have been neglected for too long in the shadows. Working as a support element alongside the *Cacowards* by selecting a theme that is diversified into a more uncharted field compared to the rest of the great **Doom** tree.



THE KMXEXII HONORARY AWARD

A special recognition dedicated to a lifetime achievement. A special award that aims to celebrate an entire repertoire of work during a considerable amount of time that has managed to leave a piece of legacy in the community by contributing with outstanding quality, respectable quantity and essential relevancy. **Doom** writers are out there, making lots of work that expand upon the beautiful contributions that this community gives each single day. This is our way to award those writers that have tasked upon themselves to shed verses of analysis, reviews, opinions, essays and more.

As the name indicates, this special award is done in honour of the great *KMXEXII* for his *ONEMANDOOM* blogpost and various extensive write-ups about **Doom** in the *Cacowards*. A man that has an entire career of almost a decade of pure **Doom** writing and playing, contributing to an insane number of WADs by sharing his honest opinions and in-depth analysis. He has now retired from **Doom**, taking a well-deserved break that shall not go unnoticed in the dark, for this is our way to say: Thank you for your work.

A lifetime achievement for the best of the best among the writers of this doomed world.

Visual description:

This award was made with two things in mind: To be auspicious and to be unique. An award specially designed to highlight a more occult aspect of our community. Gold and black marble help convey that beautiful feeling of rarity and the exotic quality.

The black marble base represents the solidify opinion and favour among the members of the community and the *Wadazine* team. A pillar to uphold the recipient achievements high.

The golden ring showcases the title awarded to the recipient and also the lovely name of our *Wadazine* and its logo. It represents the endurance and protection of the legacy of the recipient.

The triangle represents three important aspects that the recipient has garnered throughout his/her entire career: Quality, quantity and consistency. A trifecta of perfection and work.

And finally, the Eye of Horus, why? Cause it looks cool. And also, because the Eye of Horus represents both perfection, purity, protection and stability in all its forms. It also comes from the profile pic of *KMXEXII* on his blogpost profile.

It also has to do something with math and fractions, but that's actual magic for my dumb brain.

SO, HOW DOES IT WORK?



THE MASTER SCROLL AWARD

As you might have guessed from the title, this is a special award that goes to the item in question. A medal of effort, quality and originality towards any **Doom** focused write-up that conveys and unique feeling of awesomeness. We could say it's our way of giving a special seal of excellence to very special writings that evoke insane detail and prose, or even verse. These are special writings that are absolutely unique in both their quality and relevance in the **Doom** community, pieces of work that represent the best of the best in our mystical world of **Doom** full of s and keycaps that emanate pure passion.

Any and all pieces of writing that are focused on **Doom**, whether the classic or the new games, are eligible to win this fantastical achievement.

The Master Scroll Award, for its nature of rarity and/or obscurity, also takes into account any write-up from any year since the inception of our unholy **Doom**, since in the almost three decades that the **Doom** community has endure, there have been quite the amazing pieces of work that are possible candidates for this award, thus, this trophy doesn't discriminate old or new, just the quality of the work and how magnificent it is among the ocean of the content that the community has brought upon.

A **Master Scroll** that shall live on eternity.

Visual Description:

This award is meant to evoke a feeling of pure quality, with a beautiful white marble and golden colour that recreate a fantastical feeling of excellence, just like the recipient that receives this award; a unique piece that's magnificent.

As the previous one, the white marble base represents the same beliefs: A pillar to uphold this great achievement among the community.

The golden ring follows the same principle.

The triangle also follows a similar idea as the previous one, but with some differences: the points represent quality, creativity and consistency. The trio of success.

Ultimately, the black marble scroll with golden engravings represents excellence in the literary field of the **Doom** community, with the black marble also representing a step towards the **KMXEXII Lifetime Achievement Award.**



THE MASTER CROWN AWARD

The *Wadazine*, while being a writing project, wouldn't really be much without the crown jewel of the community: WADs. Our own name is inspired by that after all. The main setting and the principal showcase of our articles, WADs have been since the 90s and every single year they keep getting better and so do the map makers. This is our way of congratulating and celebrating the best of the best among this ocean of fantastical content. A beautiful piece of art also needs and artist, and when the artists bring absolute wonders to our world of **Doom**, then we shall give the artists the crown of excellent, of magnificence; our master crown.

As our readers might know, each of our issues chooses one outstanding mapping project to showcase among a collection of quality WADs that are published during the year of the publication line. This is called the *Master Recommendation*, where we award the respective WADs with a *Doom Master Wadazine Seal of Approval*; a golden medal, in layman terms.

This award on the other hand, is bestowed directly to a chosen mapper among those that have been featured in a *Master Recommendation*. This is our mapper of the year award in that sense; a way to express our sincere gratitude and respect towards the amazing artists that gift us with maps.

Visual Description:

This beautiful trophy is meant to be giving to the best of the best of the year; an award that evokes a vibe of perfection and excellence, always aiming towards superiority. A crown for a worthy contender made of pure gold and the souls of hellish demons.

Just like the previous one, the white marble base is a pillar that holds this great achievement.

The golden ring follows the same idea as the previous ones.

The golden crown is made up of a classic Doomguy helmet that symbolizes the crown of a map maker, while the laurel wreath on the sides represent victory and glory. Golden in a black marble background, as just only the best of the best accomplish this honour among the community.

THE INAUGURAL WADAZINE AWARDS 2020

This is it. We've reached that time of the year where love, joy and WADs are spread to every doomed soul in every single place of this beautiful world of **Doom**. Days of celebration where we gather to embrace the passion that burns deep beneath our hearts, flashing away sparks of grace and virtue. This day, we celebrate **Doom's** birthday!

Well, it's the 13th, but the party won't end until the 31th! And the *Doom Master Wadazine* is here to share that great love we all have for this lovely, hellish, satanic (so they say) videogame! But let's remember, more than a game, **Doom** is a place, a place where you go when you want to feel happy, a place to slay demons and smile while you are at it. Grounds of smiles and rage, this is our place and no one can take it away from us, for in the end, while we grow old and our hearts stop, **Doom** doesn't, for ***Doom is Eternal***.

This time around, proudly, the *Doom Master Wadazine* community joins this celebration by sharing and special feature that we hope everyone enjoys. A ceremony towards the less known and more occult aspect of our community. A service to those writers out there that will now be remembered for eternity!

This is our way of saying thank you to all those pillars of the community, and this is our way of saying:

Happy birthday, Doom!

- Endless

WADAZINE EDITOR-IN-CHIEF & PRODUCER

KMEXII HONORARY AWARD

The world of **Doom** WADs is vast, immense, diverse and colourful. Both bad and perfect, yet ever evolving, ever improving; it is an ocean of content where you would need a whole life to be able to feel and enjoy each of the pieces that many artists have given us. How many of us have sailed this world? Many of us. How many of us have tasted, analysed and mapped this world? Just a few. How many of us have left such a big mark in this diverse field that we become signalling pillars that work as guides into the wonderful world of WADs? Probably just a handful, and among those there is only one that we could call as the Marco Polo of the world of **Doom** WADs.

His name is *Kmxexii*. Explorer, adventurer, writer, connoisseur, appreciator and a **Doom** herald. A man of many talents that for 9 years published an immense repertoire of fascinating, in-depth analyses and WAD reviews from all kinds and genres. His *ONEMANDOOM Blogpost* is a testament to sheer will, writing consistency, community knowledge and pure passion. To this day, his contributions are still cited as works of quality and relevance to anyone. Truly, a Doomer without peers and a legendary reviewer.

For this and much more, we dedicate this award to the one Doomer that planted the seed of inspiration that gave birth to the *Doom Master Wadazine*.

Thank you, *Kmxexii*.

- Endless

KMEXII HONORARY AWARD



2020 RECIPIENT: NOT JABBA

If there's a piece of **Doom** history, *Not Jabba* probably has it covered. If you want an introspective look into the history of the mapping community, *Not Jabba* can help you with that. If you just want to read some good analytical reviews, *Not Jabba* can give you a hand. And if you dive into the massive catalogue of the *Cacowards*, the name *Not Jabba* is probably going to catch your eye and you may find yourself reading *Not Jabba's* entire catalogue late at night without even noticing. Not that it happened to me, of course.

Doomer, writer, reviewer, WAD connoisseur and a consistent contributor to the **Doom** community and also the *Heretic* mapping scene. *Not Jabba* has been part of the *Cacowards* team for quite some time now, joining it during an era that I like to call the ''modernization'' of the *Cacowards*. Contributing not only with some awesome reviews and recipients, but also some of the best and most fascinating **Doom** articles out there in the wild.

With a beautiful and analytical writing style that goes beyond the simplistic nature of straight-to-the-point reviews, *Not Jabba* dives into the subject of the matter with such a precision and fascinating understanding of the context and background history behind, that whatever you read, you'll find yourself learning even more than you expected.

For this and much more beauty to come, the *Doom Masters of the Wadazine* team are proud to give you this award, *Not Jabba*. May your contributions keep shining light upon us and may your legacy endure an eternity! For it does in our hearts, in our doomed hearts. ***Congratulations and fortune to you!***

MASTER SCROLL AWARD



2020 RECIPIENT:
ROOTS THE EVOLUTION OF DOOM LEVEL DESIGN
BY NOT JABBA

There's quite the literary **Doom** content out there; from some well-known incredible pieces of history like *Masters of Doom*, to some other more obscure and not as masterful novels, yet, amidst the deep lagoon that **Doom** literature is, there's one truly unique gem that shines among everything else for outstanding quality, amazing content and downright intelligent design. A write-up so good and so big, that it could be considered an actual book, even better, a free ebook.

That's *Roots, the evolution of Doom level design*, a fantastic 30,000 word-long essay about the entire evolution of the **Doom** mapping community and its intricacies, starting from the very beginning and all over to the modern day. *Roots* is an extensive write-up that analyses with an incredible attention to detail and insightful diagnoses ,every single essential aspect that has changed, improved and existed in the grand scheme of everything regarding map making. It is filled with an extremely concise yet beautiful prose that is as easy to understand as it is to enjoy.

Not Jabba made something that no one ever tried and succeeded before, a full write-up filled with details, history and a well-done objectively narrative that teaches everything you need to know about almost 3 decades of mapping history. Like a pocket *Doomwiki, Roots* is just filled with beautiful knowledge that deserves to be shared with every single **Doom** enthusiast out there. For this, *Roots*, a wonderful piece of literature, is our choice for the Master Scroll Award.

MASTER CROWN AWARD



2020 RECIPIENT: BRIDGEBURNER56

What makes **Doom** such a wonderful game? Some may ask. Well, one could argue that it's the simplistic yet addictive gameplay, or maybe the fascinating and revolutionary engine that spawned and entire genre for years to come. Yet, one thing that always resounds in everybody minds is: The level design. **Doom's** levels are, without a doubt, iconic, yet the beauty of it actually lies even further. You see, if you give the necessary tools to the community and give them free will to do whatever they want? Well my friend. That's how you get art, and let me tell you, **Doom** has some of the greatest videogame artists of all time.

Bridgeburner56 is one of those godlike mapping gods that have reached insane quality of sheer work ethic and balanced perfectionism. Being named as one of the promising newcomers of the community in the previous iteration of the *Cacowards*, *Bridgeburner* absolutely nailed that prophecy and fulfilled a destiny that few have achieved. Called the *Mad Mapper*, this man knows that mapping is not just a simple hobby, but also an art form designed to represent the grandiose aspect of **Doom**.

Bastion of Chaos, his solo project, is an absolute behemoth of a map that bleeds detail and shines quality. A one-man project that makes **Doom** look like a modern game. Yet, he also has contributed to several CP's and even led and directed some himself, like the absolutely killer *Mapwich II*, a bombastic project that everybody should play.

For this and much more to come, *Bridgeburner56* is our pick for the best mapper of the year, because every artist out there needs to be a little mad to shine, and this one shines like the sun.

Decompiling Horror

The Reverse Engineering of DOOM 64

by Immorpher

THE DOOM COMMUNITY has been fortunate to have the source code of **Doom 1** and **2** split open since 1997. It was the valiant efforts of the mastermind, *John Carmack*, which made this a reality despite some resistance within *id Software*. **Doom** fans have since spawned a large variety of source ports catering to various preferences and accessibilities. Rather than causing a schism in the **Doom** community, the ports have driven its growth and longevity, which has kept the franchise going even in the darkest of times. This is a testament that *Carmack's* decision was the right one for the engine and franchise.

On the console side of **Doom,** it is a murkier situation. Here, *id Software* worked with other developers to port **Doom**, which made the source code rights gibbed into pieces amongst many companies. This happened when *Williams / Midway* headed the team to port **Doom** to the *Sony Playstation,* which then served as a base for **Doom 64** on the *Nintendo 64 (N64*). Even if *Carmack* wished to release the source code for these titles, it is unclear if he would have the right to do so given *Midway's* involvement. Ultimately, if fans wanted to modify and port **Doom 64**, they would need to forge their own path through **Doom**.

Seekers of **Doom 64's** secrets would need a method to rip into the contents of the *N64* cartridge and tear out its data. The data stored on console cartridges is in the read only memory of the circuit board, and thus the data is referred to as ROM.

Over the decades, various devices have been used to extract ROM data from console cartridges, such as microcontrollers and *Arduinos*. Soon after **Doom 64** was released in 1997, its ROM was extracted and spawned like rats across file sharing services across the world. However, having access to the ROM did not mean the game's assets nor source code was available. This is because the source code was compiled in binary to run on the *N64* processor. Further, it was common to use compression algorithms to crush the assets into the restrictive space of cartridges (8 MB for **Doom 64**). Hunters in search of these assets would not only need to locate where various data was stored on the ROM, but also how to decompress it.

One useful tool to data mine ROMs is emulating the game on PC, where it is then possible to look at the uncompressed emulator memory. By 2002 *N64* emulators had advanced to the point of being able to load and run **Doom 64**, albeit not very accurately. During this time, a fan-led project titled *Doom 64: Absolution* was working on bringing **Doom 64** to the PC. *Kaiser (Samuel Villarreal)* had quickly climbed up the ranks in this project and began assembling its assets. He discovered you could dump the graphics and sound memory from *N64* emulators to extract the assets of **Doom 64**. After some dissecting of these memory dumps,



the assets were ready *Doom 64: Absolution*, and it officially released in 2003. This method was reliable to grab the game's assets, but more work would be required to figure out the data hierarchy of the ROM and how the game engine itself operated.

In the same year as the *Doom 64: Absolution* release, *Carmack* was able to release the **Atari Jaguar Doom**



" ...when he cracked open the IWAD, the data inside it was mysteriously undecipherable, like the murmurings of a disemboweled demon."

source code. This was significant since both **PlayStation Doom** ports and **Doom 64** were based on this code. Deep within the guts of the code, a compression algorithm was found, where in 2005 *Kaiser* discovered it could decompress the data on the *PlayStation* ports. This allowed him to document the **PS1 Doom** and **Final Doom** IWADs including their level formats. Could this be done for **Doom 64**? It was unknown where the assets were stored on **Doom 64** ROM but he eventually found it by sifting through the data in a hex editor. Once this data was located, he used the decompression routine and the secret IWAD was revealed. However, when he cracked open the IWAD, the data inside it was mysteriously undecipherable, like the murmurings of a disemboweled demon.

Did something go wrong with the decompression algorithm? Just as there are layers to hell, there are layers to **Doom 64**'s compression. The *Jaguar* source code cracked one layer of compression, but a second layer further compressed the assets. By 2009, the debugging features of *N64* emulators had advanced and *Kaiser* was able to get ahold of better code disassembly software *(IDA Pro)*. Then one day, while running **Doom 64** in an emulator and looking at the memory, *Kaiser* started to see the text MAP01, THINGS, and LINEDEFS. Now he knew what the level data should look like uncompressed and knew what the data started out as; it was just a matter of regenerating the decompression process. It required a few years, but **Kaiser** persisted and eventually engineered a program to decompress the data stored in the **Doom 64** IWAD. Finally, the data layer of hell, I mean **Doom 64**, had been revealed!

During the years of reverse engineering the decompression algorithm, *Kaiser* was also comparing the assembly of the **Doom** engine to that of the assembly on the **Doom 64** ROM, noting any differences. These formed the foundation of *Doom 64 EX*, where some of this legacy went into the *KEX* framework used at *Nightdive* studios to help port games. *Doom 64 EX* would be the gold-standard in terms of playing **Doom 64** on PC and the workhorse of the **Doom 64** modding community. However, one problem persisted, its movement system was not accurate to the original **Doom 64**. The original *N64* game would show gameplay demos after the title screen. Although *Kaiser* was able to extract these demos, *Doom 64 EX* could not accurately play them, suggesting differences in the movement code. It would take many more years until this mystery was cracked.

In 2017, parts of *Doom 64 EX* technology were grafted onto the meat of *GZDoom* in the fork of *DZDoom*

(also known as *GEC Master Edition*), essentially creating the cyberdemon of **Doom** ports. *DZDoom* is an important port, not only because it can mix dynamic lighting with gradient lighting, but also the "E" in *GEC*, *Erick194 (Erick Vásquez)*, became exposed to some of the **Doom 64** code. And in 2019, *Erick194* began working on reverse engineering the engine code on the **Doom 64** ROM. The goal here was not focused on porting it to PC, but recreating the source code used to compile the **Doom 64** ROM which would allow for *N64-compatible* mods. However, a monster would stand in his way.

What blocked *Erick194's* path was the *Williams Entertainment Sound System (WESS)*, which allowed many *Midway* games to interface with the audio hardware of consoles. Deciphering the assembly code was more complicated than expected, and the *Jaguar* source code could not help as it did not contain this sound system. *Erick194* had to put the **Doom 64** reverse engineering on hold, and instead focused on finishing reverse engineering the **PS1 Doom** ports, which are closer to the *Jaguar* port. In a 2020 interview for *"In The Keep"* podcast, *Aubrey Hodges* (sound and music designer **PS1 Dooms** and **Doom 64**) revealed that



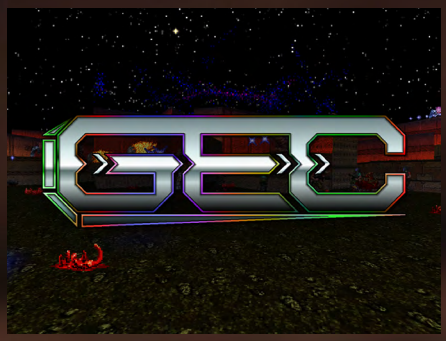
internally they called the *N64* sound system *"NESS"* to distinguish it from the previously used *WESS* used on the *PS1* ports. Or more-affectionately *"nessy"* and *"wessy."* This difference is why *Erick194* found the WESS sound system on **PS1 Dooms** is simpler to approach than the *NESS* sound system on **Doom 64**. It seemed nessy was one monster not ready to be found.

Meanwhile at the *KEX* cave, *Kaiser* and *Quasar (James Haley)*, dove back into the **Doom 64** ROM for their work on *Nightdive's* official PC port of **Doom 64**. This remaster became a second opportunity to correct the inconsistencies between *Doom 64 EX* and the original game. And when the remaster released in March of 2020, long-time fans were amazed to see it was compatible with the original **Doom 64** demos. *Kaiser* had figured out the changes in movement that **Doom 64** had. For this he had help since *Quasar* ported the **Jaguar Doom** source code to PC (called *Calico*). Not only were the movement intricacies reverse engineered, but also how **Doom 64** rendered scenes, script execution, and many other aspects. This succeeded *Doom 64 EX* in being the most accurate PC port of **Doom 64**. However fully understanding the code on the **Doom 64** ROM is another matter. To get code that can compile and run **Doom 64** accurately on the *N64* required conquering *"nessy"* as well as other *N64-specific* demons.

In July of 2020, the *Gigaleak* breaches of *Nintendo* occurred, where a hacker found the source code of many *N64* titles on their servers and released them to the public. Presumably due to the video game crash of 1983, *Nintendo* has been very selective of the games it approves to be released for its consoles. To be approved by *Nintendo*, developers would have to send their games and source code in for review. The *Gigaleak* breaches found archives of this and one directory was titled *"DM64."* Could that mean **Doom 64**? This would be the final piece of the puzzle in getting *N64-compatible* source code. Fans held their breath and investigated the directory. Eventually they found that it was *"Dr. Mario 64."* It was disappointing for **Doom 64** fans. However, this is not an unfamiliar situation for the **Doom 64** community and unbeknownst to many a path was still being forged.

During this time of the *Gigaleak* breaches, *Erick194* had already started his second attempt to completely decompile the **Doom 64** ROM. Could "nessy" be conquered or would she remain hidden? Now the situation was different; *Erick194* just finished reverse engineering both **Doom** and **Final Doom** on *PS1*, thus was much more familiar with the WESS code. This harpoon of knowledge indeed was enough to unravel old *"nessy"* and he finally was able to run the sound system from a **N64** ROM. After this point, he was confident enough to start deciphering the rest of the **Doom 64** ROM.

News of *Erick194's* reverse engineering effort started to spread



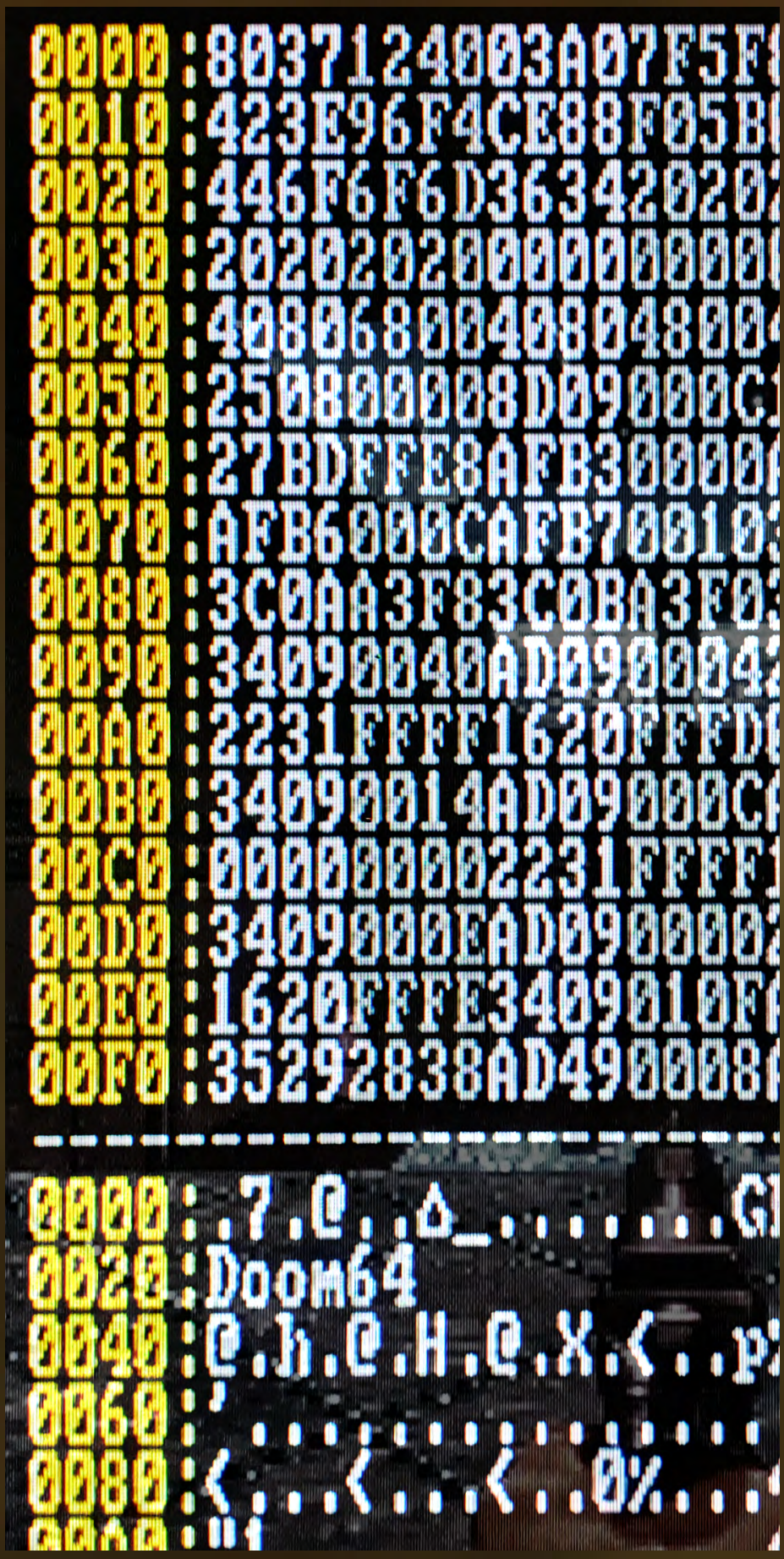
by word-of-mouth and the community waited in accustomed patience. Rumblings around the internet began hinting at progress. One was a post on Twitter by *Kaiser*, saying his ports had the incorrect Baron of Hell damage, likely from *Erick194's* discovery. *Erick194* would rely on what he learned from the **PS1 Doom** ports, *Quasar's Calico* code, and *Kaiser's* efforts in reverse engineering. After 5 months of renewed effort it was time for *Erick* to approach the **Doom 64** community.

In October of 2020, *Erick194* began asking around for people who were able to play custom ROMs on their **N64** hardware (with devices like the *EverDrive 64* and *64drive*). Then in early November of 2020, *Erick194* shared builds from his reverse engineering efforts on the *GEC Team* discord for the community to try. After some tests and bug fixes, *Erick194* had code which recompiled to **Doom 64** and played on **N64** without any major bugs. The final outpost of reverse engineering had been breached. It was then in mid-November when

Erick194 announced that he released the reverse engineered **Doom 64** source code on Github by the name of *Doom 64 RE*. This immediately excited the cross-section between the **Doom** and *N64* modding communities. And both communities quickly discovered it was the real deal.

Within the first month of being available to the public, *Doom 64 RE* revealed some great features. One of these features is turning off the 3-point texture filtering which persisted throughout *N64* games. Although many *N64* fans like this style, it was criticized at the time for being blurry. Now the filtering can be turned on and off mid-game. Further, due to more modern compilers, *Doom 64 RE* is slightly more optimized than the original. And for the Chinese market, *Doom 64 RE* was ported to the *iQue Player*, a China-localized console based upon *N64* technology but never supported **Doom 64** until now. There are some mysteries which remain as it is not known what some of the reverse engineered functions do. But now we can alter these functions and begin the process of modding **Doom 64** source code.

Now with the source code of **Doom 64** available, what will the future hold? Perhaps the first thing that can be modded are the assets, with basic sprite edits and perhaps higher-quality audio. There is also talk of updating its microcode to *F3DEX2*, which is more optimized on the **N64**. It seems possible to unlock its frame rate (which is at *30 FPS*) as well where optimizations like this might be noticeable. The open-source *Doom Builder 64* has been used to make levels both for EX and the 2020 remaster, so perhaps this can be leveraged to make ROM-compatible levels. On the PC side of things, this code could increase the accuracy of *DZDoom* while retaining its features. Perhaps other source ports may one-day support the **Doom 64** ROM/WAD as an IWAD now they have code to base support on. In any outcome, it looks like the future is coming up 64!



We would like to thank Kaiser and Erick194 for sharing their war stories with the Doom Master Wadazine. Their years spent with Doom 64 have kept it alive for future generations and opened the world of possibilities to the Doom community.

- Immorpher

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GLOBAL SCALE

Doom Eternal hits Switch



Panic Button surprised many with the Switch port of Doom (2016). It was 720p, 30fps, and all there.

Originally slated to be released alongside the other platforms, the Switch version of Doom Eternal was delayed a few weeks and is now available.

Loading times be damned!

Doom 64 source code reverse engineered

Erick194, with help from Kaiser, has released the long-sought source code to Doom 64 through the magic of painstaking reverse engineering.

Surely in months to come the community will see an explosion of even more new activity in this Doom 64 Rennaissance.

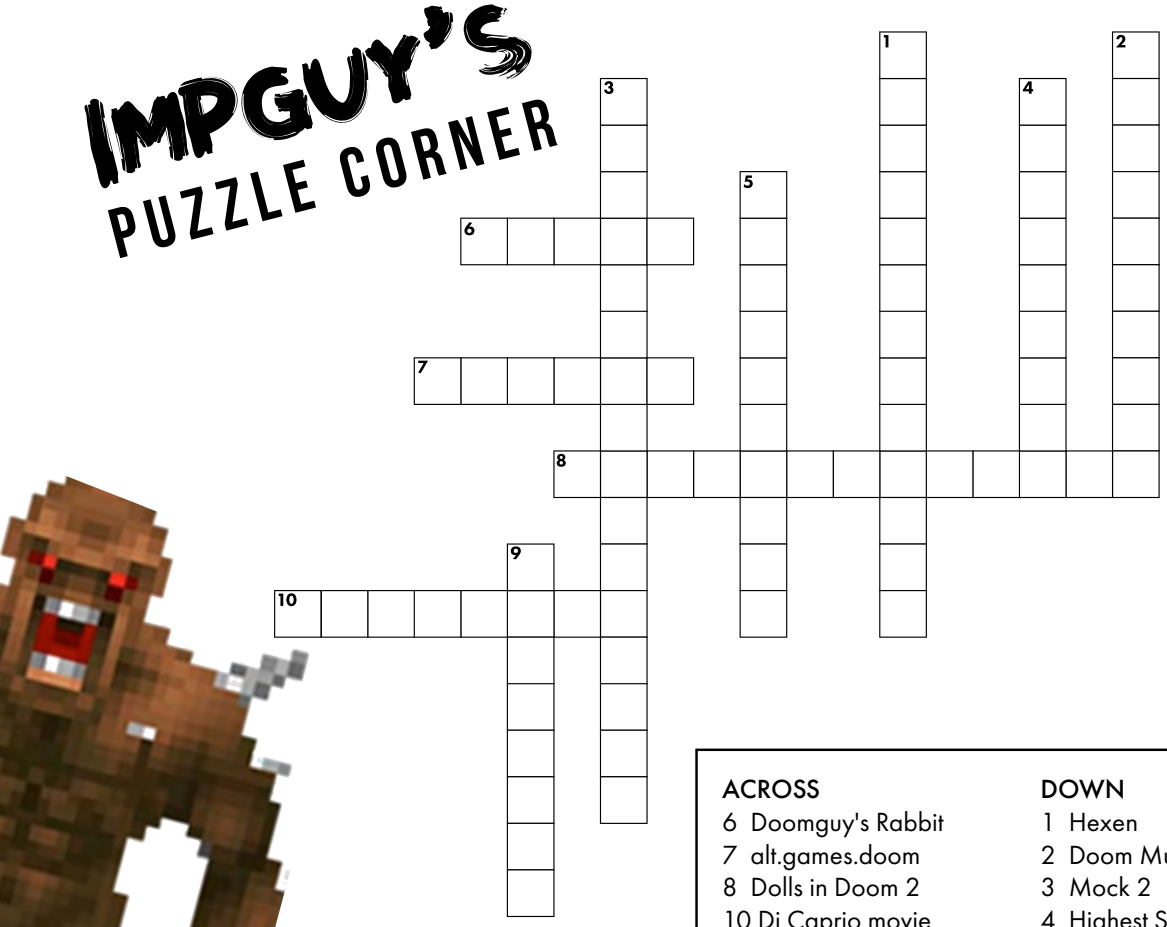
Read the article by Immorpher in this issue of DMW for the full story!



Final Doom PSX Soundtrack: 20th Anniversary Edition

Celebrating 20 years of Final Doom, composer Aubrey Hodges has re-released the complete soundtrack of Final Doom PSX on *Bandcamp*. The digital album is $18USD, and includes extended tracks, ripped from the original lossless 44k Stereo .wav files.

IMPGUY'S PUZZLE CORNER



LAST ISSUE SOLUTION

ACROSS

6 Barrels
7 The Ancient Gods
8 Maximum Doom
9 Strafe-run
10 Zandronum

DOWN

1 Hugo Martin
2 Cyberden
3 Sybex
4 Pain Elemental
5 Doomsday

ACROSS

6 Doomguy's Rabbit
7 alt.games.doom
8 Dolls in Doom 2
10 Di Caprio movie

DOWN

1 Hexen
2 Doom Musician
3 Mock 2
4 Highest Skill Setting
5 Romero-coined term
9 No Violence




THE
DWMASTER ENDURANCE
TOURNAMENT
LOOKING
FOR
A
FIGHT?

QUICK QUESTIONS:

- What is the DWMaster Endurance Tournament?

A monthly competition where we gather a group of hardcore Doomers against some fascinating WADs to race till the end! Endurance & Speed, is our motto.

- Who's hosting this tournament?

Me, your dear Wadazine producer and casual noob player, Endless. For now, that is.

- Is there a prize/reward?

Yes! Our gratitude and respect towards the winner. Also, 1st place will be announced and published in the next edition of the Wadazine, along honourable mentions to the 2nd and 3rd place. Plus, a cool looking digital medal for the 1st place and a special mention for the Challenge (see below) winners.

- Can I participate?

Of course you can. No need to pay any fee or have any special reputation; everyone is welcome here. Masochist and normies alike.

- How will you choose the winner?

A specially crafted and secret (to avoid exploitation) points system where I'll create a leaderboard for all the participants.

- What's the challenge?

Endurance, dear Doomer. Whoever plays the fastest and wins the most maps, wins! Perseverance and speed are the main attributes of this competition.

CONCEPT:

This idea is directly inspired by the likes of the DWIronman League and the IronEagle Competition, both monthly competitions that take survival challenges to the next level.

I wanted to create a new competition that had a different yet similar flavour that would welcome all kinds of players to the scene, creating some fun times, discussion among the community and a new idea for publishing in our beloved Wadazine. I've always thought of these competitions like a fun and consistent way to entertain the community while at the same time create a place of healthy competition and rewarding experiences. But not like EA games.

As I said, all players are accepted and the main objective of this competition is to have fun, challenge ourselves and get some activity going! Playing Doom with a twist is always fun.

THE OBJECTIVE:

- The essence here is Endurance. A WAD is selected among the great ocean of content that Doom offers. The competitors then have to play the entirety or as long as they can to accumulate points. For this, we'll calculate:

A. How long it took the competitor to finish the WAD (the faster, the better).

B. The skill level chosen.

C. The category that the player is submitting.

D. Total map progress.

- There are 3 categories, just like some other DW leagues, if you need reference:

1. First Run: You haven't played this WAD nor know anything about the general layout of the levels or anything else. This is your blind run, your first dive into it.

2. Experienced Run: You have played this WAD in its entirety a long ago or don't remember much of the details, or have watched someone else play this WAD, to the point that you might have a considerable advantage over blind, first run players.

3. Prepared Run: You have played, finished, practiced, learnt or even mastered this WAD. You know all the levels or most of it and can run it with expertise, giving you a clear advantage over blind, first run players.

- If the selected WAD has, example; 15 maps, you can and should finish all those 15 maps, BUT you can also decide to leave your run at, let's say 11 maps, and still be valid for submission in the competition. So, finishing the entire WAD is not needed, but recommended. The player with the most endurance, wins.

- In the end, whoever finishes fastest with the highest skill level and with the most finished maps will accumulate the most points and win.

-There's one special treat waiting too. Along the normal WAD competition, there's also a special Challenge WAD (or can be a special bonus map of the same WAD) that will follow the exact basic rules of UV, no saves, no deaths, continuous. This is a bonus and optional challenge that will score up to 5,000 points to the winner. Losers don't get the points. This is a high risk, high reward kind of challenge. This is so some players that still crave for more can get an even higher challenge, while at the same time being a second chance to score more points. Winners of this challenge will also get a special mention on our winners' article in the *Doom Master Wadazine*.

STANDARD COMPETITION RULES:

1. Any skill level is valid, this includes NM! And UV Fast in case a mad Doomer out there is crazy enough to try it. All under their own responsibility.

2. This should go without saying but, NO CHEATS OR CHECKING THE MAP IN THE EDITOR.

3. No gameplay mods allowed (Brutal Doom, Final Doomer, Supercharge, etc.)

4. Visual mods allowed (Fullscreen HUDs, Smooth Doom, Vanilla Essence, etc.)

5. You can die as much as you like. lol

6. No pistol starting. Only continuous.

7. You can save up to 3 total times per map (Especially difficult WADs may have more.) When and where is up to you.

8. You must follow the Competition Indications (Which will be published depending on the WAD compatibility, requirements, etc.)

9. Freelooks is allowed. But no jumping or crouching.

10. Secret/bonus levels should be omitted. You can play them, but they will drag your total time.

11. Any source-port is allowed as long as it runs the WAD.

12. No dynamic lights, sorry. While they look cool, they also reveal hidden/secret items.

CHALLENGE COMPETITION RULES:

1. Ultra-Violence, UV Fast and NM! Only. This is up to you. Better chances to score higher.

2. This should go without saying but, again, NO CHEATS.

3. No gameplay mods allowed.

4. Visual mods allowed.

5. No pistol starting. Only continuous.

6. No saves, no loading.

7. You must follow the Competition Indications (Which will be published depending on the WAD compatibility, requirements, etc.)

8. Freelook is allowed. But no jumping or crouching.

9. Any source-port.

10. No dynamic lights, again.

COMPETITION SUBMISSION REQUIERMENTS:

1. You can submit your playthrough with: YouTube videos, VODs or demos.

2. Indicate your Competition Category.

3. Indicate your total time (the intermission screen is a requirement, or use a HUD addon).

4. Indicate your skill level.

5. Indicate your WAD progress, example: Finished at MAP29, or Finished the entire WAD.

NOTE: This is the same if you participate for the Challenge Competition, but of course, total time and skill level is irrelevant.

NOTE 2: If you decide to not finish a full WAD, your progress will be taken into account only in your last intermission screen. Example: This means that if you play, let's say MAP20, but just half of it and don't finish, that progress won't be taken into account and your score will be based on the intermission screen of MAP19.

TOURNAMENT HOST COMMENTS:

Even if this is a competition/tournament, if you're new, don't feel like this is some sort of super elitist, Doom gods challenge. Anyone and everyone are welcome to participate. Even if you play in low skill levels and take more time than others, your place is secured in our leaderboard and shall not be forgotten. Is not only about the destination, but the journey.

This is also a first time for me, creating and hosting this kind of competition. While this is a new and fun endeavour that I'm willing to manage for the long run, I'm also always open to feedback and some help, especially regarding demos, videos and VODs observation, since it is known that Doom can be a very easy game to cheat on. Some expertise would be very appreciated and welcomed in that field.

On the same note, this is also the first time I create a points system for something like this, so tweaking and changes in the near future are probably bound to happen once the results start coming. Bear with me, and I'll make sure to deliver you guys some really fun challenges and well-deserved recognition.

Another aspect that I encourage all competitors is to share their experiences, opinions and comments! Gameplay videos with live-commentary are more than welcome, they are cheered up. Civilized discussion and communication among both competitors and organizers, is as much fun as playing. Some comments might even find their way into the winning article.



THE ULTIMATE WADS GUIDE

BY ENDLESS

INTRO

So, you just stepped into the fascinating and enormous world of Doom WADs but you don't know where to start? It seems to you that there is too much content and you wish you could play it all but you are intimidated by the enormous amount? Don't worry, this guide is for you and anyone else who wants to find more WADs to add to their playlist! Here you will find WADs organized in sections and specially categorized, alongside some small descriptions about the maps themselves, the difficulty and extras. This list is not a ''top ten'' of sorts, but more like a helpful guide that you newcomers might find useful when getting into Doom WADs. Take into account that this guide assumes you are already into the basics of Doom, this meaning that you know how to set a source-port, IWAD or a launcher. If not, check this awesome introductory guide to classic Doom by Doomkid

INDEX

- Single Maps
- Map Sets
- Megawads
- Classic WADs
- WAD Series
- Slaughterwads
- Joke Wads
- Total Conversions
- Miscellaneous

**Note: I've opted for including some Doomwiki (if found, of course) links instead of the direct download for the following reasons: A) It offers a more in-depth description of the wad. B) Most include guide or walkthroughs. C) You can find even more works of the author or related and D) It already includes the download link and some extra links.*

**Disclaimer: Of course, WADs are not only one single category, but they can be various. For example: A map set that goes over 15 maps is a megawad, thus all megawads are map sets, or the same, a megawad can be also a cacoward, or a community project, or a map set, etc.*

**Disclaimer 2: WADs are not ranked, just numbered. These are not the ''best of'', but some very good and relevant WADs that might make a newcomer fall in love with Doom like all of us.*

SINGLEMAPS

Just like the name implies, single-levels that possess some really good traits and quite the good welcoming experience to both worlds of skill level.

Green Inferno

1 single map | Boom compatible | Doom 1 | Moderate | AconyX

A great entry level map inspired by Thy Flesh Consumed. With a flawless layout yet simple design, this one is one short yet sweet map. Plus, it's perfectly balanced in all skill levels, with UV offering a respectable challenge.



Green Inferno

Phobos Mission Control

1 single map | Limit-removing | Doom 1 | Moderate | Romero

A nice, fun medium-map designed by the OG Doomer, John Romero. This map marked the resurgence of Romero in the map-making scene.



Phobos Mission Control

Tech Gone Bad

1 single map | Limit-removing | Doom 1 | Hard | Romero

It is almost primordial to have to play the maps of the grand Romero, who even two decades later still gave us new maps. Tech Gone Bad is Phobos Mission Control, but twice better and harder.

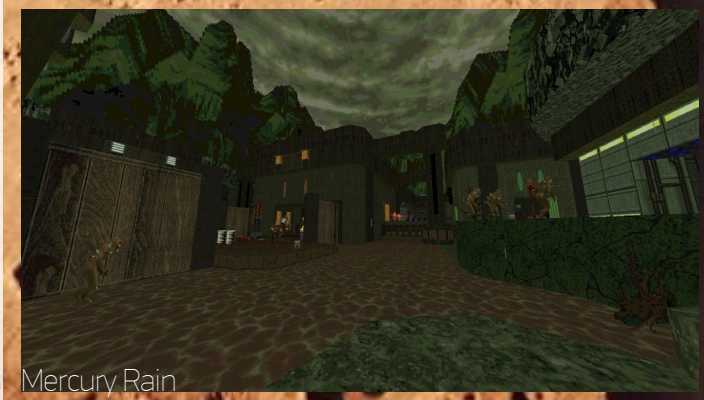


Tech Gone Bad

Mercury Rain

1 single map | Zdoom compatible | Doom 2 | Hard | Jimmy

Fantastic map designed with extreme care. A beauty to behold thanks to the amazing ZDoom features and fascinating art style. This is a good starting point if you plan to play some of the maps of the best map makers out there.

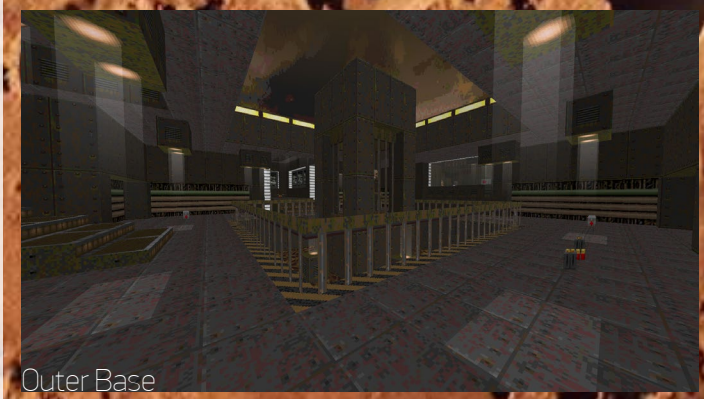


Mercury Rain

Outer Base

1 single map | Zdoom compatible | Doom 2 | Moderate | Kuleshoff

A really solid map by a newcomer with some Quake style textures and great use of lightning effects.

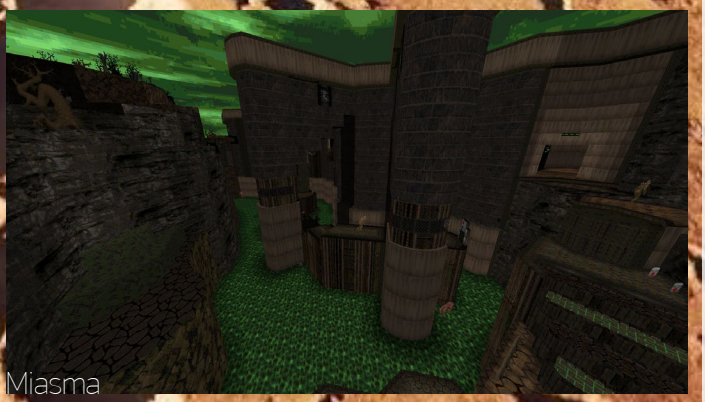


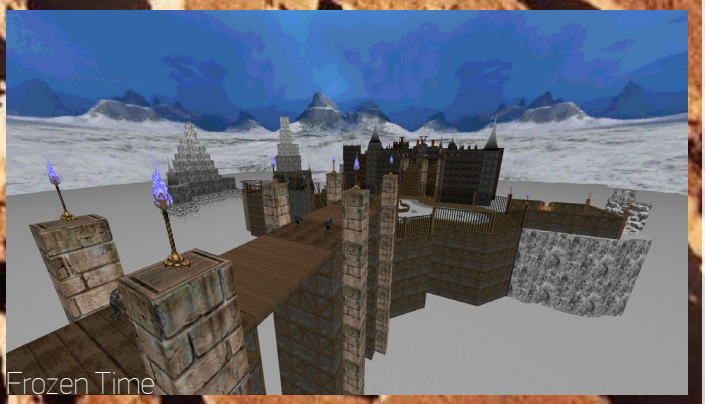
Outer Base

SINGLEMAPS


Sharp Things


Bury My Heart Knee Deep


Miasma


Frozen Time


L'agonie Finale

Sharp Things

1 single map | Vanilla compatible | Doom 1 | Hard | Xaser

Now comes a big boy. A big, unorthodox yet very unique map that shines in its abstract style. This is the style of map that shows you an ugly yet attractive style by sheer disturbing level design.

Bury My Heart Knee Deep

1 single map | Limit-removing | Doom 2 | Hard | Ryath

Now comes a huge boy. This is one big tribute to the original Episode 1 from Doom, but now on all the glory of Doom 2. Expect a long playthrough and some wandering around just to find the right path, a la Metroidvania games.

Miasma

1 single map | Limit-removing | Doom 2 | Challenging | tourniquet

Outstanding detail in a very big map. This one is sure to make you drop your mouth to the ground in sheer awe.

Frozen Time

1 single map | GLBoom+, GZDoom | Doom 2 | Challenging | Eternal

One frozen-hell of a ride. This is a beast in all beautiful GZDoom glory. Full of detail, amazing level design and lots, lots of lines, which translates to: It's big.

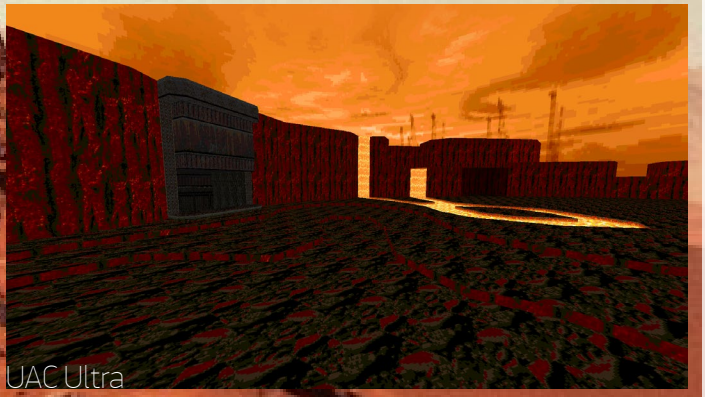
L'agonie Finale

1 single map | Vanilla compatible | Doom 2 | Challenging | French Doom Community

Part of the 3HA, this is the final map of the series and one tough challenge to overcome. Styled with various level designs and themes, this is a HUB map where you can choose between different zones or arenas to fight on.



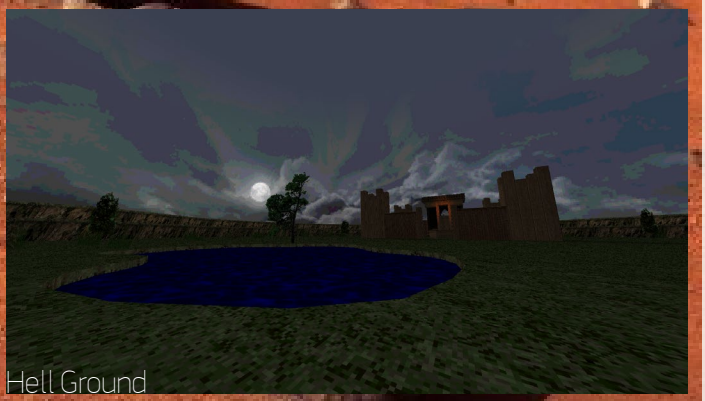
DBP09: Legend of the Hidden Tech



UAC Ultra



No Rest for the Living



Hell Ground



Epic

MAPSETS

The term mapsets means all WADs that have at least 3+ maps. In theory, a megawad is also a map set but there's a separate list for that. This is for WADs that have 3+ maps but still not enough to be megawads.

DBP09: Legend of the Hidden Tech

9 maps | Limit-removing | Doom 2 | Challenging | Doomer Boards Community

A favorite of mine. Mesoamerican inspired with a Stargate-like twist. Full of beautiful and super pretty maps that are about to make you gasp in wonder.

UAC Ultra

12 maps | Boom-compatible | Doom 2 | Hard | Super Jamie & 40oz

Twelve maps that feature a set of custom textures and some new monsters to make your trip into the ultra-zone of the UAC. Stylized in Tech-base and Hell themes with some interesting hellish twists.

No Rest for the Living

9 maps | Limit-removing | Doom 2 | Hard | Nerve Software

The first official WAD in this guide is one that had an amazing reception when it came out and still holds its own ground by being a very high quality and challenging map set that definitely needs to be played by everyone. Prior to 2019, most people had to buy the BFG Edition to play it, but now it is part of the free, official add-ons for the Unity port. Go for it.

Hell Ground

7 maps | Boom-compatible | Doom 2 | Hard | Eternal

A grandiose map set full of themed maps that go from gothic, surreal castles to all the way down to the pits of hell and finally all the way up to sky dimensions and bizarre places. A beauty to behold.

Epic

5 maps | Boom-compatible | Doom 2 | Hard | Eternal

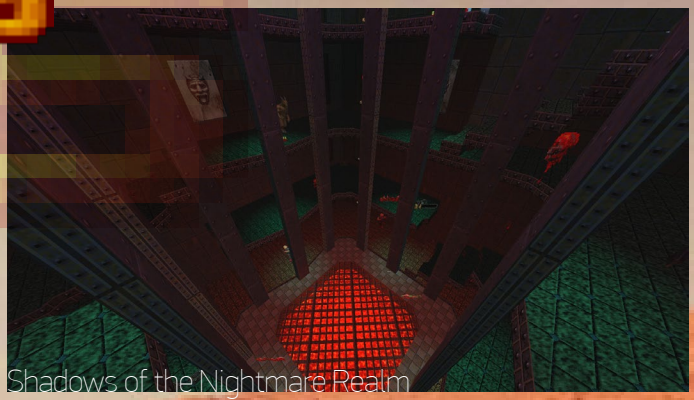
A desert themed map set with some awesome levels and quite the fantastic layouts. Might be quite short but this one is sure to give you some good times and quite the trouble.

MAPSETS

Shadows of the Nightmare Realm

6 maps | GZDoom | Doom 2 | Moderate | Remilia Scarlet

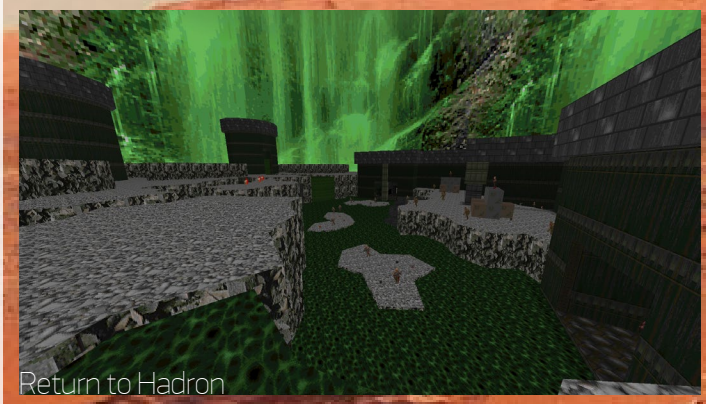
A beautiful and horrifying cosmic adventure through a nightmare land of darkness and mystery. A blend between Doom hellish landscapes and Quake Lovecraftian inspirations. All in GZDoom glory. This is one of a kind.


Shadows of the Nightmare Realm

Return to Hadron

9 maps | Limit-removing | Doom 1 | Hard | cannonball

Fantastic, frenetic and with awesome visuals that go hand-in-hand with fast-paced layouts and cruel combat, all into the beautiful simplicity of the Ultimate Doom. Possessing a well layered difficulty curve, this map set increases its difficulty while at the same time staying true to fairness and fun factor.


Return to Hadron

Vanguard

13 maps | Boom-compatible | Doom 2 | Hard | skillsaw

A fascinating journey through detailed and super attractive maps that always feel fresh thanks to a beautiful diversity of different themes and layouts, all staying true to the Doom spirit of being violent and pretty. Just the way I like. Yes.


Vanguard

SIGIL

9 maps (Plus 9 DM maps) | Limit-Removing | Doom 1 | Hard | Romero

SIGIL is a must just for the simple fact that it's made by the Icon of Sin itself, but not only that, it's also a very fun, frenetic and sweet map set full of cool Romero tropes and two perfect Doom soundtracks.


SIGIL

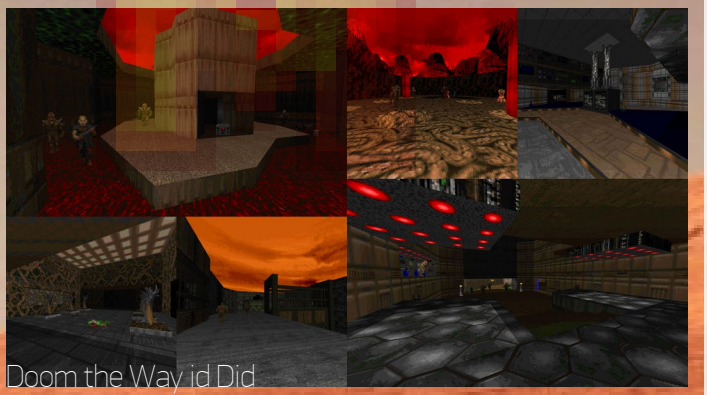
Scythe X

10 maps | Limit-Removing | Doom 2 | Hard | Erik Alm

Scythe X was supposed to be a full megawad like its predecessors, but for various reasons it ended up as a single map set of 10 absolutely killer maps with all the best qualities of the WAD father Erik Alm. Detailed, short to medium sized maps full of violence and speed.


Scythe X

MEGAWADS



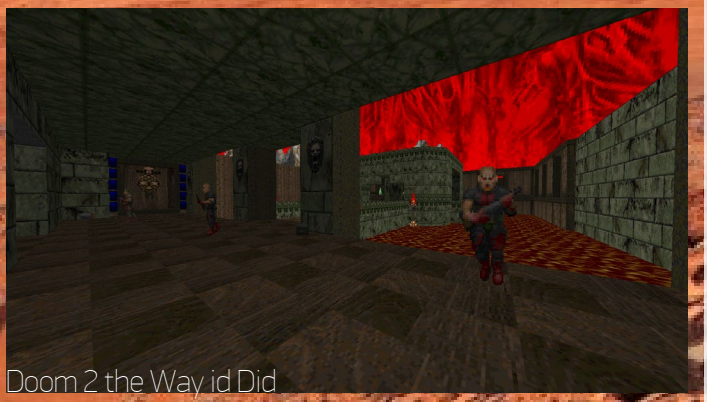
Doom the Way id Did

Doomwiki states that a megawad is any map-set that has more than 15 maps on its repertoire. All megawads here have plus that and some extra goodies, ranging from well-known classics to some legendary modern megawads.

Doom the Way id Did

27 maps | Vanilla-compatible | Doom 1 | Moderate | Various authors

A perfect way to get into the world of megawads without getting yourself choked with too much changes or difficulty; this pretty megawad is fully inspired by the classic level design theory of the OG map makers, so you'll find lots of goodies in the essence of the original game.

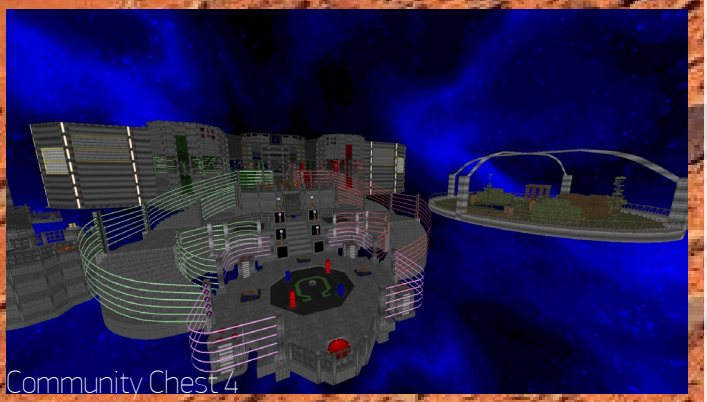


Doom 2 the Way id Did

Doom 2 the Way id Did

33 maps | Vanilla-compatible | Doom 2 | Moderate | Various authors

If you've played DtWiD, then it's pretty much essential to play the sequel. Like the original, this one follows the same essence of the original Doom 2 while smoothing out details and creating new, fun and cool maps.



Community Chest 4

Community Chest 4

33 maps | Boom-compatible | Doom 2 | Hard | Various authors

The last entry of the famous Community Chest series and pretty much the best one out of the bunch. Full of massive to short levels that shine for their unique quality and unique textures. This is pretty much the megawad that set the bar for future community projects to come.



Japanese Community Project

Japanese Community Project

32 maps | Limit-removing | Doom 2 | Hard | Various authors

A special kind of megawad, created by the Japanese branch of the Doom community, full of fascinating maps that scale both in difficulty and magnitude. A true shining example of how Doom is a worldwide phenomenon.



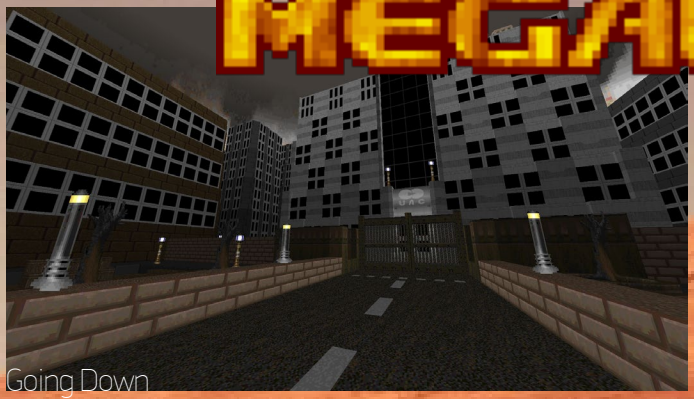
Ancient Aliens

Ancient Aliens

32 maps | Boom-compatible | Doom 2 | Hard | @skillsaw

A legendary megawad that gained widespread attention outside the community. This is a landmark of pure quality, obsessive attention to detail and downright marvelous map designs. Beauty and violence go hand in hand in this magnificent monster.

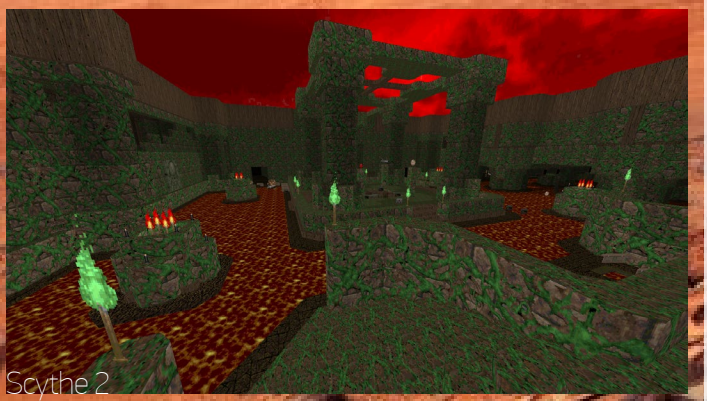
MEGAWADS


Going Down

Going Down

32 maps | Boom-compatible | Doom 2 | Hard | @mouldy

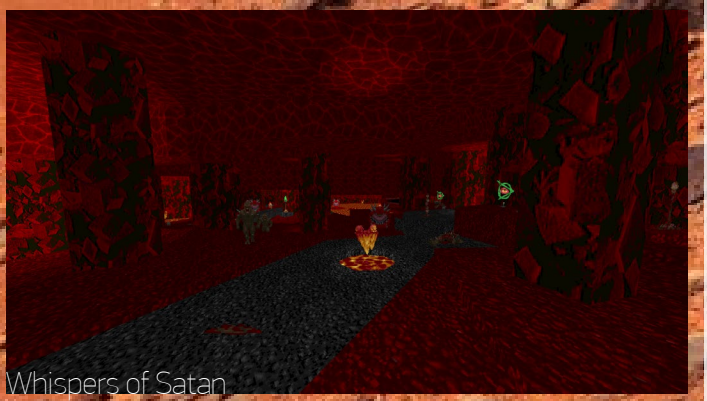
Described as chaotic-evil, this is a magnificent beast full of fantastical levels that are as diverse as tight, with really close-quarters combat and tough scenarios. This megawad literally takes you down (or up?) for a Doom journey.


Scythe 2

Scythe 2

32 maps | Limit-removing | Doom 2 | Challenging | @Erik Alm

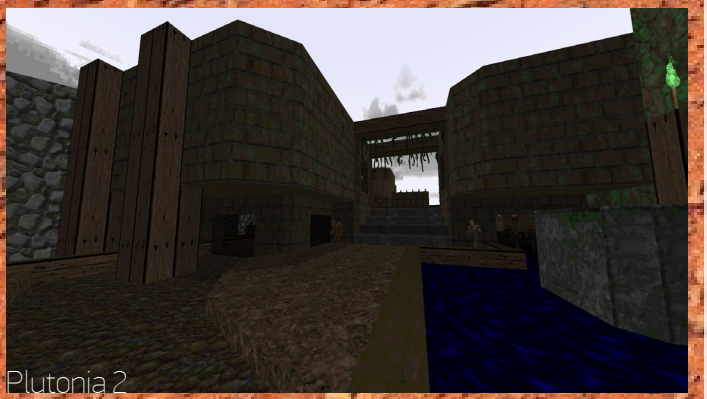
The infamous sequel to the infamous Scythe, this one is bigger, badder and generally better looking than its predecessor. Amazing looking levels that go from Egyptian themed to fucking Plutonia massacre. Scythe 2 is a milestone that everyone should play both for its amazing quality and because it's also a good point to start getting into your journey towards maximum skills; While the first 20 or so levels are tough as nails, the last levels are absolute monsters without mercy, perfect starting point if you are looking to reach the crown of a Doom pro.


Whispers of Satan

Whispers of Satan

35 maps | Boom-compatible | Doom 2 | Hard | @pcorf & @Nebula

A modern megawad made with classical style in mind. A simple yet extra fun journey through all kinds of hellish landscapes and fast levels. Starting quite well and rather easy, this megawads scales very well its difficulty the more you progress.


Plutonia 2

Plutonia 2

33 maps | Vanilla Compatible | Doom 2 | Challenging | Various authors

If you like the original Plutonia, then you'll love the unofficial sequel to the very influential Plutonia Experiment. Following the same setting of the original, you'll find yourself quickly immersed in a world of green vines and lots of bloody pain. Masochism at its finest.


Eviternity

Eviternity

32 maps | MBF-compatible | Doom 2 | Hard | @Dragonfly et al

Chances are, everyone has heard of Eviternity, even people that don't play Doom, and with a well-deserved reason. This megawad needs no introduction; it's a masterpiece and everyone should and MUST play it.



MEGAWADS BONUS

[Rowdy Rudy II: POWERTRIP!]
20+ maps | Vanilla-compatible | Doom 2 | Hard | @Doomkid et al

If you'd like to enter an adventure with classic dyes of extroverted/ colorful adventures and everything under a delicious vanilla color, then this megawad is for you. A Partial Conversion with interesting new additions and classic maps in spirit but modern in enjoyment and layouts.

CLASSIC WADS

When I refer to Classic, I mean fundamental WADs of Doom history that were part of the foundations of the community, becoming pillars that hold up a part of Doom history. These are relevant and fun WADs of yore that you can enjoy on a little journey into the past. Most of the WADs here are vanilla-compatible but there are also some groundbreaking/experimental WADs for you to enjoy.

Alien Vendetta

32 maps | Vanilla compatible | Doom 2 | Challenging | Various authors

Known as the last classic megawad. AV is a monument to classic map making design at its peak. Pure fun and full of some fantastic levels that are as iconic as the megawad itself. A community favorite and beloved by veterans, this is pretty much part of any ''Top WADs of all time'' lists that you'll find on any google search.

Scythe

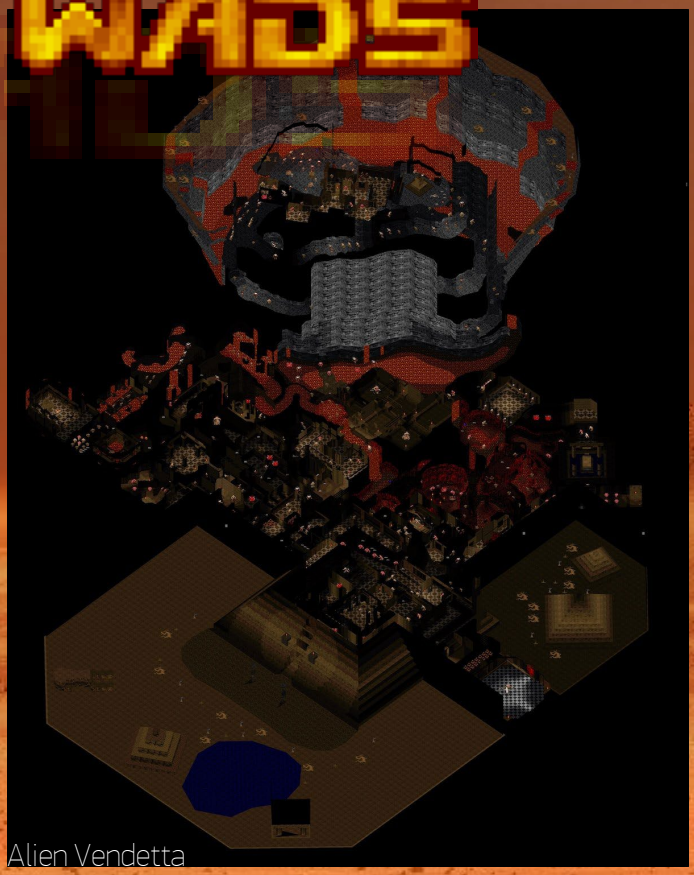
32 maps | Vanilla compatible | Doom 2 | Hard | @Erik Alm

Just like AV, a classic of classics. Scythe has two things that make it stand out: Its unique and now very often copied level design and the fact that it's a one-man-megawad, done by the WAD father himself, the legend, Erik Alm.

Fava Beans

9 maps | Vanilla compatible | Doom 1 | Easy | @Sean Birkel

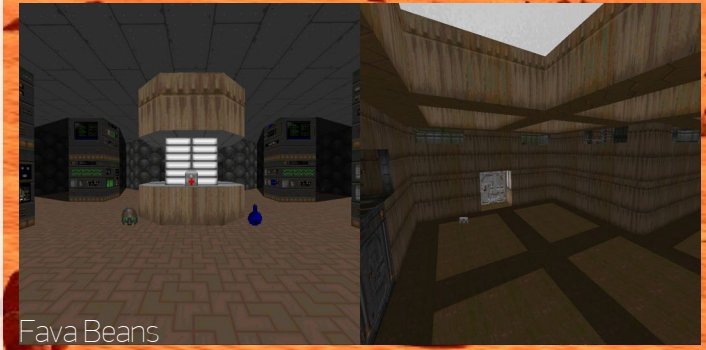
Fava Beans is a big jump compared to the other WADs on this list, why? Because it's probably the easiest one of the bunch, yet that doesn't mean is not worth checking out. A classic in all sense and pretty much retro at this point, considering than it's older than me. A 1995 WAD milestone that you should check out if planning to get into the historic part of Doom.



Alien Vendetta



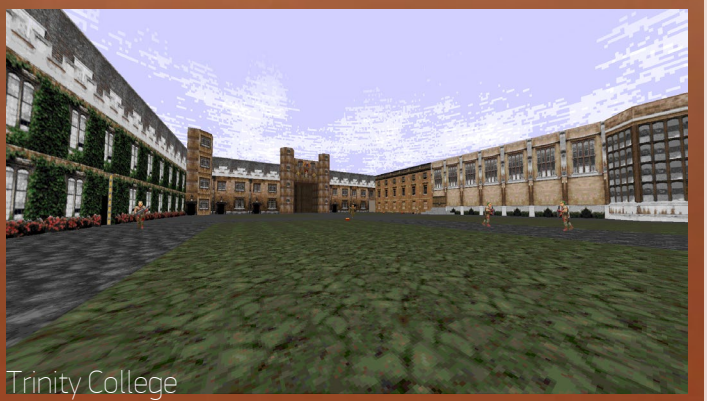
Scythe



Fava Beans

CLASSIC WADS


Memento Mori 2


Trinity College


Icarus: Alien Vanguard


The Darkening 2


Phobos: Anomaly Reborn

Memento Mori 2

32 or 34 maps | Vanilla compatible | Doom 2 | Moderate | Various authors

If you like going by things in order, then you should probably start with Memento Mori 1 which is considered to be the first megawad ever, but if not, Memento Mori 2 is probably far more polished and a nice experience that is now regarded as one of the best of the 90s.

Trinity College

1 single map | Vanilla compatible | Doom 1 | Easy | @Steve McCrea, et al.

The unholy trinity, a single-level PWAD that pretty much started the trend of realism in Doom, giving rise to the use of photo-realistic textures and real-life replicas of distinct objects and buildings, a trend that would be known as Doomcute thanks to kmxexii.

Icarus: Alien Vanguard

32 maps | Vanilla compatible | Doom 2 | Moderate | TeamTNT

Considered to be the spiritual brother of the licensed TNT: Evilution, Icarus is a fascinating example of the solid skills and driving force of the iconic TeamTNT, making a lovely and fun (quite puzzling) megawad that now holds is own ground as a part of Doom's history.

The Darkening 2

12 maps | Vanilla compatible | Doom 2 | Moderate | Various authors

A beautiful map set made out of some amazingly deep levels that show off fantastic visuals thanks to the use of the amazing texture pack that would work as the starting point into what would become the all mighty OTEX. The Darkening 1 is also pretty good if you want to give it a go.

Phobos: Anomaly Reborn

9 maps | Boom-compatible, MBF-compatible | Doom 1 | Moderate | @Christopher Lutz

Details, details, details. For 2003, this map set was pretty much the top of the top when it came to extra detailed and realistic map sets that actually looked realistic, almost in a grandiose way, plus, it's fun as heck.

CLASSIC WADS

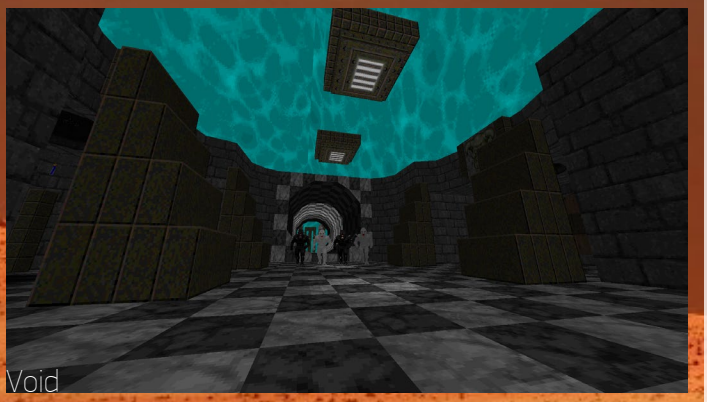


The Talosian Incident

The Talosian Incident

20 maps | Vanilla-compatible | Doom 2 | Moderate | The Black Star Coven

I would say that this is probably one of the first examples of a moody WAD. Full of atmosphere and a very ambient stylized soundtrack, this megawad feels almost inspired by Doom 64, in the way that it recreates very eerie and creepy looking levels that are filled with ambience and a mood mentality in its design.



Void

Void

1 single map | ZDoom-compatible | Doom 2 | Hard | @Cyb

If Talosian tried to make moody maps, Void completely succeeded in one single map. Void is a landmark of ZDoom mapping history, introducing unique and extremely fantastic effects that would blow away everybody's minds back in the day. You could say that this is the first vanilla ZDoom map to succeed in showcasing the true power of the upcoming mapping qualities.

BONUS

2002 A Doom Odyssey

37 maps | Vanilla-compatible | Doom 1 | Moderate | Various authors

My very first Ultimate Doom megawad (if my memory is correct) and one of the best ones. A classic that's remembered with tears of joy, since the sequel never got made. Still, check this classic.



2002 A Doom Odyssey

WAD SERIES

Like the name implies, these are WADs that are part of an ongoing or already finished series that pumps some great map-sets from all types and genres. This list encapsulates speedmapping sessions, monthly events, yearly events and some other events.

Doomer Boards Projects

29+ WADs | Limit-removing | Doom 2 | Moderate to Challenging | Doomer Boards Community

Starting in 2018, the DBP is a monthly mapping event created by members of the Doomer Boards community, and some of the best mappers out there in the wild. This series stands out for an extremely consistent quality and absolutely fascinating map sets that are as diverse as they're fun. Ranging from all kinds of themes and styles, there's a little bit of everything for everyone. My personal favorite, too.

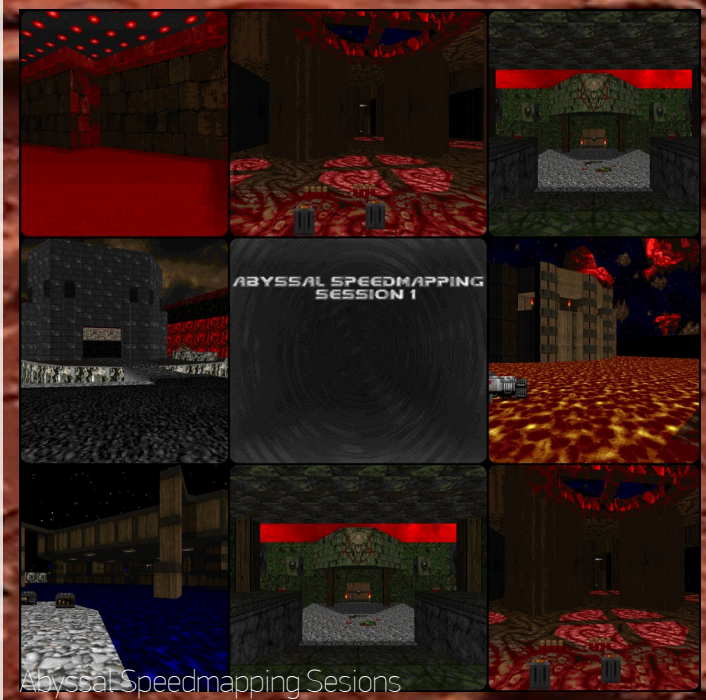


Doomer Boards Projects

Abyssal Speedmapping Sesions

45+ WADs | Boom-compatible to Limit removing | Doom 2 | Easy to Extreme | Various authors, created by @Obsidian

ASS for short. The longest running speedmapping event and probably one of the most... interesting facades of the mapping community. This map sets have proven to be as unique as they are fun. Most entries tend to be on the jokewad side of things, but some are extra fun and actually pack some awesome levels. Worth checking out.



Abyssal Speedmapping Sesions

Community Chest

4 Megawads | Boom-compatible to Limit-removing | Doom 2 | Hard to Challenging | Various authors

The CC series is, arguably, one of the most influential megawad series of all time, thanks to promoting the community project trend and showcasing a steady yet awesome progression in overall quality. While the first entry is, uh, not good, the latter get increasingly better, boasting some absolute killer maps, full of quality and a fun challenge.



Community Chest

WAD SERIES

MAYhem

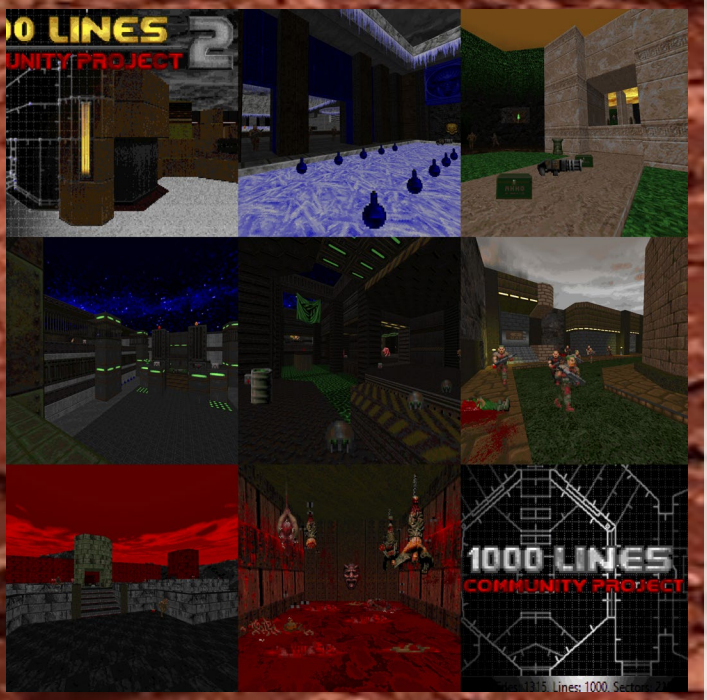
10+ Megawads | Boom-compatible to MBF-compatible | Doom 2 Hard to Challenging | Various authors, founded by @TMD, current leader @Obsidian



If the CC series popularized the trend of public community projects organized through forums, then MAYhem perfected it. An annual mapping community project that always succeeds at shining with nice maps. Graciously fun and shining thanks to great quality and overall leadership; the MAYhem series started first with the modest entry of only 12 maps of nice quality, to becoming a full 48 maps beast of absolute bonkers quality. This is a great series in all shapes and forms.

1000 Lines Community Project

2+ Megawads | Vanilla-compatible | Doom 2 | Hard to Challenging | Various authors, spearheaded by @Liberation



A linedef is pretty much the line that draws or gives shape to a Doom map, all maps have linedefs, but what if you try to limit those lines to just under 1000? Well in that case then you have this awesome community project that showcases short to medium maps with lots of awesome creativity thanks to the limitations that encourage ingenuity.

NaNoWADMo

36 to 50+ WADs | Uh... it's complicated | Doom 1 & Doom 2 | Easy to Extreme | Promoted by @Ryath



While I wouldn't really call NaNoWADMo a series in the strict sense of the word, it is the seed that gives birth to dozens of branches, lato sensu. This is a monthly mapping event that lasts for the whole duration of October where lots of mappers try to make at least 27 maps in 31 days. While not necessarily a series, this event is guilty of some of the greatest WADs of recent time, some Doom and some even Heretic; Deathless, Technicolor Antichrist Box, Three is a Crowd, UnBeliever and much, much more.

The Joy of Mapping

6+ Megawads | GZDoom-compatible | Doom 2 | Moderate to Challenging | Various authors, spearheaded by @Jimmy



Spearheaded by the legend himself, Jimmy, this is a special mapping event that gathers everything from newcomers to actual mapping gods. You'll find yourself plenty of fantastic maps that go from crazy styles to pure Doom style. Plus, each megawad offers quite the beefy content, with the latest entry having 72 maps!

WAD SERIES



Doomworld Mega Project

8+ Megawads | Limit-removing to Boom-compatible | Doom 2 | Moderate to Extreme | Various authors, founded by @TimeOfDeath666

You've heard about speedmapping events, 24-hour events, monthly events, etc. But what about a yearly event? Well, wait no more, this is for you! The Doomworld Mega Project is a series of megawads (like actually mega) that runs for the entirety of the year where everyone is free to submit a map. Some crazy and good stuff here.



32in24

17+ Megawads | Boom-compatible | Doom 2 | Moderate? | YEDS Team

This one is a special entry as it is actually a mostly Deathmatch or multiplayer series. Each megawad is done in 24 hours and then released. Designed for mostly DM or CTF, but worry not, there's also some interesting single player sessions. Even if it's meant for DM, I actually recommend to check it out and have a look at some of the cool maps. Heck, even better, play them with your pals!



3 heures d'agonie

3 Megawads | Limit-removing | Doom 2 | Hard to Challenging | French Doom Community

Done by the lovely French community; this series packs some awesome speedmapping megawads that were done in under 3 hours, offering quite the surprising and fun quality content. Plus, the final entry is one single map that's pretty damn cool.

BONUS



Back to Saturn X

2+ Megawads | Vanilla-compatible | Doom 2 | Hard to Challenging | Back to Saturn X Team, led by @esselfortium

What? You thought I wouldn't mention the allmighty BtSX series? Hell no. Back to Saturn X is a special series of two (some say three) megawads that gained a well-earned reputation for its amazing quality and the fact that it's all in vanilla Doom. Plus, it's an official add-on so you know this is some good content. Some say that a third part is in the works, but some others say this is just a legend, a myth. We shall see some day, we shall see when instead of looking back to Saturn, we'll look Forward to Saturn X. Joke stolen from Marph.

SLAUGHTERWADS







Deus Vult II



Struggle - Antaresian Legacy

Slaughtermap is a term that has some polemic behind it, but the general consensus qualifies it as: Medium to huge, hard-hitting maps that use absurd amounts of enemies in different spaces to present the player with the ultimate possible challenge. Pretty much the masochistic branch of the community.

Hell Revealed

32 maps | Vanilla-compatible | Doom 2 | Challenging | @Yonatan Donner & @Haggay Niv

Quite possibly the first ever slaughter megawad. Known as HR, this is one tough fucker that has gained the respect from the community and a special place in the annals of Doom mapping history. Luckily, it's quite balanced in all skill levels so it still holds up after all this time.

Sunder

20+ maps | Boom-compatible | Doom 2 | Challenging as fuck | @Insane_Gazebo

Sunder is one super unique WAD in all aspects. Your jaw will drop with the absolutely insane visuals of this monster of a slaughterwad. You'll find yourself surrounded by thousands of demons at a time all while tears of joy drop for your eyes as you battle through magnificent levels of sheer madness.

Sunlust

32 maps | Boom-compatible | Doom 2 | Extreme, quite extreme yes | @Ribbiks & @dannebubinga

If Sunder aims to be a full megawad, well, Sunlust managed that on its own while still making it one of the most unique WADs out there. 32 maps of pain, full, 100% pain. Good thing is, at least you'll die a few thousand times while watching at some of the most outstanding and trippy maps ever.

Deus Vult II

12 maps | Boom-compatible | Doom 2 | Dies Irae | @Doom Marine

While HR was the grandfather of slaughterwads, Deus Vult was probably the one to truly pioneer the standard tactics and layouts of modern slaughterwads. An insane adventure with some truly amazing and crazy levels. Check out Deus Vult 1 if you also wish more pain.

Struggle - Antaresian Legacy

32 maps | Limit-removing | Doom 2 | Very struggle | @antares031

A Partial Conversion, but also a full sadistic adventure. 32 maps that scale in difficulty with some particular spikes that are just insane.

SLAUGHTERWADS

Bastion of Chaos

1 single map | UDMF-compatible | Doom 2 | Chaotic Evil | @Bridgeburner56

Self-described as a monstrosity, that description pretty much sums up the whole map. Bastion of Chaos is insanely huge, insanely detailed and insanely hard. Honestly, the hardest part of this map is how your PC manages to run it, because of how godlike it looks. Good thing there's a low-spec version if you really want to experience some hellish pain.



Bastion of Chaos

Holy Hell Revealed

1 single map | PrBoom+-compatible | Doom 2 | Holy Hell | @Serekay

41,660 monsters in all skill levels. That's 41,660 reasons as to why this map is, just, holy hell. It's like NUTS, but actually playable and fun, well, kinda.

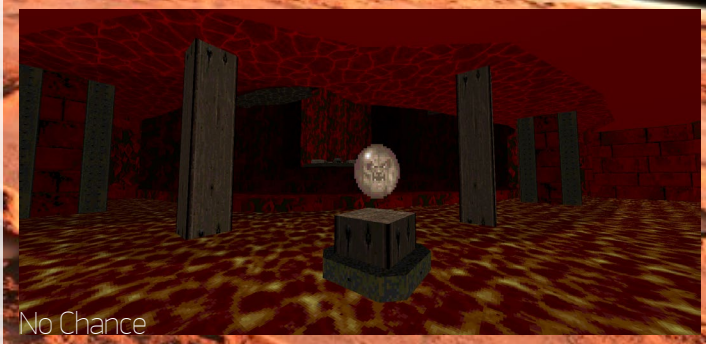


Holy Hell Revealed

No Chance

1 single map | Boom-compatible | Doom 2 | Unlikely chances to win | @Death-Destiny

No Chance pretty much tells you right away the expectations that you should have about winning this single level. Unless, of course, you are one of those mad Doom gods that want to achieve illumination by exterminating the forces of hell themselves. Go for it if that's the case.

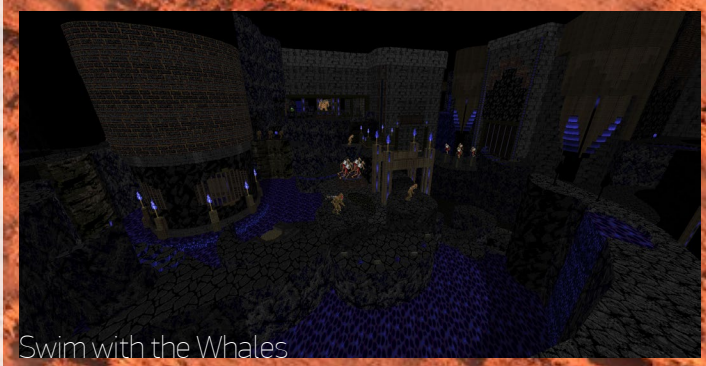


No Chance

Swim with the Whales

3 maps | Boom-compatible | Doom 2 | Might drown instead of swim | @Ribbiks

You can count on Ribbiks to make some awe-inspiring map sets that also destroy your ass in seconds. This one is like a drug induced nightmare where you'll face your worst fears while at the same time enjoying the glorious, abstract landscape.



Swim with the Whales

Dimensions

5 maps | Boom-compatible | Doom 2 | D O O M E D | @Killer5

This is it. This is the ultimate challenge. Ancalagon said: There is absolutely no way and it's one of the few wads where I can say that luck is needed at almost every fight. NIN said: Dimensions on UV is by far the hardest shit I ever played, and there's no doubt in my mind that it belongs in the position of the hardest WAD, it makes Sunlust look like a walk in the park, that's how hard it is. And I say: Yeah, well, uh, have fun, mate. Fun fact: ~~There's no non-TAS demos of this WAD~~. Not correct, there's at least one for each map.



Dimensions

JOKEWADS



NUTS


Mock 2: The Speed of Stupid


Imp Encounter




The New Adventure

From the Doomwiki: A joke WAD is a WAD file which is made as a joke. In some cases, a level may be so bad that it is hard to tell whether it is merely badly designed or a joke WAD of some sort, such is the case for wow. wad. In other words, it's supposed to be funny, silly or just so dumb that it's good.

NUTS

1 single level | Boom-compatible | Doom 2 | It's nuts? | @B.P.R.D

NUTS is quite possibly one of the very first of its kind, if not the very first. A classic by this point. A jokewad that instead of telling punchlines, punches you, or your PC to be precise. More than 10k monsters in a single arena, all waiting for you. Move an inch and you'll see the joke affecting severely your FPS.

Mock 2: The Speed of Stupid

41 maps | ZDoom-compatible | Doom 2 | Quite stupid | Various authors

Imagine every single ridiculous design choice from the classic dawn of Doom mapping. Imagine every single possible obnoxious level layout and add some ZDoom features on top of it, plus a few hundred Cyberdemons. Just imagine.

Imp Encounter

1 single level | ZDoom-compatible | Doom 2 | Kinky | Anonymous

Rule 34. If by this point you don't know what this is... well... actually just play it... really, come on. Go on. Play it.

The Sky May Be

2 maps... | Vanilla-compatible | Doom 2 | Blessed | @Doug the Eagle & @Kansam

A jokewad where the actual joke is hidden beneath a crumble of existential dread and sorrowful feelings. Jk, this is just one hell of a drug-induced trip into Doom.

The New Adventure

34 maps | ZDoom-compatible | Doom 2 | Adventurous? | @pcorf

A reviewer said: Literal perfection. Another said: jokewads suck. What will you say? Come and find out!

TOTAL CONVERSIONS

A total conversion is a special term among the Doom community to describe any kind of WAD that replaces the entirety of the original Doom assets by reintroducing something new that can even change the core gameplay of the game.

Aliens TC

11 maps | Vanilla-compatible | Doom 1 | Moderate | @Justin Fisher

The grandfather of all TC's. The first ever true total conversion and one that blasted its way into legendary status and with a proper recognition. Even to this day it still holds up quite well as a spooky, alien-like experience.



Aliens TC

Chex Quest

5 maps | Vanilla-compatible | Doom 1 | Moderate | Digital Café

A special treat both in quality and the story. One of the very first games that used the Doom engine as their base. Full of goofy and fun stuff that is sure going to make you have a good time.



Chex Quest

REKKR

36 maps | Vanilla-compatible | Doom 1 | Hard | @Revae

Ever wonder how Doomguy would be like if he was a Viking warrior wielding the mighty blessing of the gods of Valhalla? Search no more, REKKR is here to light the thunder. Also available as one of the various official Doom add-ons in the Unity port.



REKKR

Action Doom

4 maps | ZDoom-compatible | Doom 2 | Hard | @Scuba Steve et al

Probably one of the most unique TC's out there. Action Doom completely revamps the game into a wonderful rail-shooter game that follows some interesting paths and adrenaline inducing maps. This is, in a way, how Doom would've looked like if it was made for an arcade machine.



Action DOOM

Total Chaos

6 maps (chapters) | GZDoom-compatible | Doom 2 | Challenging | @wadaholic

While at first glance the name might sound like the perfect example of a slaughtermap, Total Chaos is anything but that. Somber, dark, creepy, full of moody design choices and one hell of a beautifully disturbing art style, this is the kind of game that Silent Hill lovers and horror lovers alike will fall in love. Horror-survival at its finest. A perfection of a horror TC.



Total Chaos

TOTAL CONVERSIONS



Abysm 2: Infernal Contract



Hocus Pocus Doom



The Adventures of Square





Abysm 2: Infernal Contract

20+ maps | GZDoom-compatible | Doom 2 | Hard | @jazzmaster9

Ever wondered what an FPS lovechild between Diablo 2 and Dark Souls would look like? Look no more, this is for you. A full new world, with some niche background lore, character interaction, leveling system, RPG styled classes and Diablo 2 elite enemies that range from your lowlife imps to the chad-like Barons. Here's quite the good fantasy TC.

Hocus Pocus Doom

40 maps | GZDoom-compatible | Doom 2 | Hard | Various authors

A re-imagining of an already existing sidescroller game, but now on full 3D Doom glory along some nice new tweaks and super colorful and surreal visuals.

The Adventures of Square

22+ maps | GZDoom-compatible | square1.pk | Hard | BigBrik Games

More than a TC, this is pretty much a full new game made with the Doom engine that shows what true power and imagination can achieve. A uniquely exotic journey through a land of squares and pastel colors, this is quite the memorable map set.

Pirate Doom

18 maps | GZDoom-compatible | Doom 2 | Hard | @Darch

While the Doomwiki states that this is a Partial Conversion, Pirate Doom has come a long way, becoming one fully-fledged TC that replaces every single basic Doom asset into something that rhymes with R and guns. And quite possible piracy, but not sure about that one.

The Golden Souls 2

30+ maps | GZDoom-compatible | Doom 2 | Challenging | Various authors

This is probably the biggest one yet. Golden Souls is what happens if you take the art style of a Mario sidescroller and add an FPS twist with some demon influence on it. It's big, expansive, a full world map, colorful levels, uniquely styled and is an absolute must. This is pretty much a full game, offering you up to 24 hours of content. Amazing.

MISCELLANEOUS



This is just an extra section of bonus goodies that are still relevant and worth checking out for different features that some of you may enjoy. Not a quintessential gallery, but more of an obscure section of different works with various themes and styles.

Lilith.pk3

7+ maps | GZDoom-uncompatible ;) | Doom 2 | Glitchy hard | @anotak



Known as the WAD that broke (or almost broke) GZDoom. It's as if you took some LSDand pushed it down the throat of a Doom map maker. The result is, well, see it for yourself, if you dare of course. Epilepsy warning.

Soundless Mound

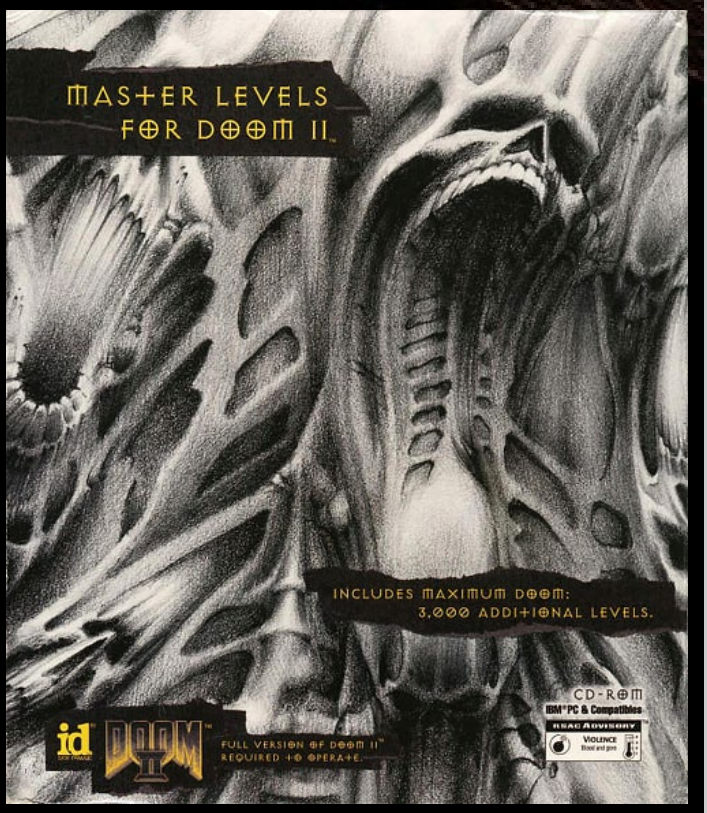
1 single level | GZDoom-compatible | Doom 2 | Moderate | @Marisa Kirisame


Origwad

If you like horror, you'll probably enjoy this beautiful level full of fantastic GZDoom features like teleporting, non-Euclidean geometry and some nice visual effects. Now, if you love Silent Hill, things just get better.

Origwad

1 single level | Vanilla-compatible | Doom 1 | Easy or Challenging | @Jeffrey Bird



Quite possibly both the worst and best WAD ever made. How so? Well it is arguably the first ever PWAD to come to existence. Made during a time where Map Making tools didn't even exist. Now that's quite the feat. This is mostly for those that want to have a taste of Doom history and go through the beautiful journey that is the chronology of this fantastic community.

Master Levels

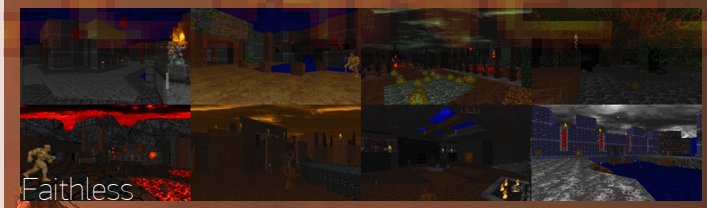
21 maps | Vanilla-compatible | Doom 2 | Easy to Hard | Various authors

The Master Levels used to be more of a cult-following thing back in the day, when access wasn't as easy or convenient as it is nowadays. Now, thanks to the Unity Port, you get the Master Levels for free with your copy of Doom 2 and you can easily, very easily access them with a nicely organized menu. These levels tend to vary from bad to very good, but one thing is for sure: they are very iconic and of great historical relevance. It also includes Maximum Doom which is a whole different mixed bag.

MISCELLANEOUS

Faithless

28 maps | GZDoom-compatible | Heretic | Challenging | @Jimmy



Faithless

But what about Heretic? Some may ask. Well, while the game is more than fine on its own merit, the mapping scene isn't as active as Doom's. Yet that does not mean it's dead, on the contrary, to this day some of the best Heretic WADs are still being produced. Faithless is one of those and is probably one of the top-tiers when it comes to delivering some amazing quality Heretic maps for you, heretics.

Unloved

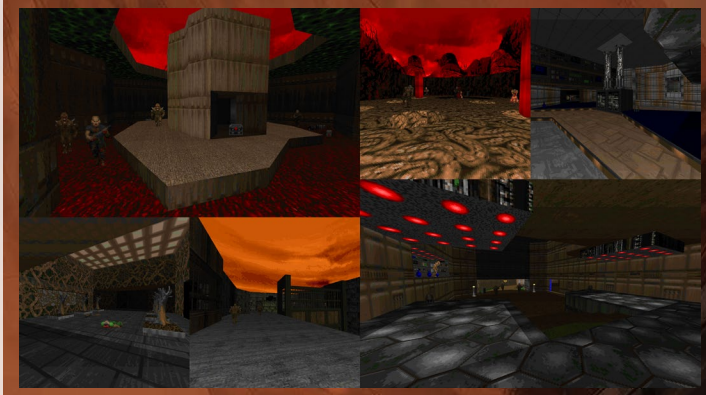
5 maps | GZDoom-compatible | Doom 2 | Hard | @BlueEagle



Oozing with atmosphere and horror inspiration, this is one hell of a moody WAD that turns the core basics of Doom upside-down. Slow combat, close encounters, restricted movement and horror in every step. While is not a slug-fest, it could be said that this is one unique WAD for its unloved style.

Doom the Way Id Did: The Lost Episodes

53 maps | Vanilla-compatible | Doom 1 | Easy to Hard | Various authors



Can't get enough of the Ultimate Doom? Craving for some more Hell knights Barons to shotgun till the end of times? Well here you go, you mad doomer. This is the infamous spin-off to the famous Doom the Way Id Did. Over 53 maps of solid quality that fluctuate in style throughout six total episodes. It's going to take you some time too.

Requiem

32 maps | Vanilla Compatible | Doom 2 | Hard | Various authors



Probably one of the first megawads ever, Memento Mori kinda beat it to it tho. Requiem is a landmark in Doom history that stays true to the classic design choices of the late 90s. Expect some outdated stuff but still fun to play. Pretty essential if you're embarking in a journey throughout Doom's history.

Ghouls vs Humans

10 maps | Skulltag-compatible | Doom 2 | Hard | @Cutmanmike



Ghouls vs Humans

If you're lucky enough to have some Doom friends, then this is one essential mod that you should play. Part of the infamous Ghouls series, but this time taking the horror into a less direct focus and instead injecting some nice horde-styled action into Multiplayer glory.

MISCELLANEOUS

[Skulldash]

32 maps | GZDoom & Zandronum-compatible | Doom 2 | Challenging | @Dragonfly et al

On the same subject of multiplayer, you should definitely check out Skulldash if you want to enjoy some crazy co-op action along some friends. While not exclusive to that mode, Skulldash brings some very unique quirks to the table, like: Timed-trial modes, coin-hunting, well-done platforming and a HUB like map. This is one adrenaline rush for you speed junkies out there. Also, just check out that bitching trailer.



BONUS

[Doom 64: Retribution]

28 maps | GZDoom-compatible | Doom 2 | Hard | @Nevander et al

A fan recreation of Doom 64 for the Nintendo 64 to the GZDoom engine. If you are thirsty to experience the classic glory of D64 in a modern and highly customizable source-port, then come for this.


Doom 64: Retribution

This was my Ultimate Master WAD list, a good WAD-guide for both incoming Doom fans and even some Doomer boomers that might find something interesting here. Remember, this is not a ''top ten'' nor a ''best of'' and not a ''ranking'' list of any kind. This is mostly a, you guessed, guide of mine that I believe works well as an introductory step into the wonderful Doom world of WADs. My favorite world. Hope you guys find this list useful! And now, go on, play the fuck out of Doom.

WANT MORE DOOM?
Save these links for your future WAD browsing:
The Doom Master Wadazine, a magazine focused on Doom and WADs
All the Cacowards
Notable WADs
A WAD repository
Doomkid's mega vanilla pack
The oldest and most reliable WAD archive
ONEMANDOOM Blogpost, a useful WAD reviews repertoire
A massive WAD archive with screenshots and nice directories
Not Jabba's WAD reviews corner
Not Jabba's Heretic recommendations by difficulty
Doomworld Top WADs of all-time list
Xvertigox WADs for skill improvement list
Endless's WAD reviews

OMENS HAVE APPEARED.
PORTENTS ARE LOOMING.
A NEW AGE IS COMING...



HELL IT SEEMS. IS BIGGER THAN WE THOUGHT.

COMING SOON

FROM BRIDGEBURNER56







Escalation Titan

by GrahfMetal, 2020

Ah yes, the good old ironclad techbase formula.

A spicy mix of a gorgeous skybox of Titan's atmosphere, compact layouts filled with cannon fodders, and a grey-dark green-brown palette.

Only 6 levels await you here, bringing what I would call a quick and efficient formula.

The amount of time put into the detailing is insane, though.

You can find little computer screens displaying some UAC data, adequately placed lights, and a room is never simple square box with textures.

This does not stop the action in any way: even if it's fairly easy, this WAD has conveniently placed enemies, and they always lurk in places making fighting against them more challenging.

I think it's the kind of WAD that is a great support for various challenges you can give yourself : I've tried making a revenant punchout party, playing keyboard-only and finally NM-lite.

And this goes without saying, but it was incredibly fun.

The music, all original tracks by Jimmy, is metal as heck and very memorable (I still have the MAP03 main theme stuck in my head from 4 days ago), and it also will perfectly fit the action, even in the calmer moments.

And even though there are some calmer moments, they're not useless backtracking to doors at the other end of the place, after your spend 11 mins 56 seconds looking at the automap to find said door.

The layouts are fairly simple : bars replace plain doors and windows replace walls, removing that claustrophobic feeling that compact techbases often give and making the experience feel much more immersive and the locations more realistic.

GrahfMetal wants to and succeeds at making you go switch-hunting for each map's end supercharge, which requires 6 of them.

Those and others are incredibly cleverly placed, and a perfect balance of the effort/reward ratio makes them incredibly fun both to find and look for ; and in my opinion, there's nothing better than a mapper encouraging you to explore and rewarding you even more for having done so.

After all, playing a WAD is not about the goal, but much more about the journey, isn't it?

-TheEvilGrin

GOOD MORNING PHOBOS



WAD AUTHOR: sincity2100
RELEASE DATE: 30.3.2017
CLICK HERE TO GET IT!

ONE-MAN-MEGAWAD works have something of a legend status nowadays. It requires both a load of patience as well as some really solid skills to make it work with the current standards of **Doom** mapping. Meaning that either you must know what you're getting into or else you'll have quite the tumultuous road. It is no secret that making a megawad is hard, yet, even harder if you're doing it alone. Even so, every once in a while, some mad mapper decided that they're going to get into such mission and manages to successfully deliver more than 30 maps of a solid gameplay and fantastic design. Well, *sincity2100* released this beast back in 2015 and fully uploaded a finished version to **/idgames** on 2017. So, it got the numbers, but does it have the skills? We're about to find out.

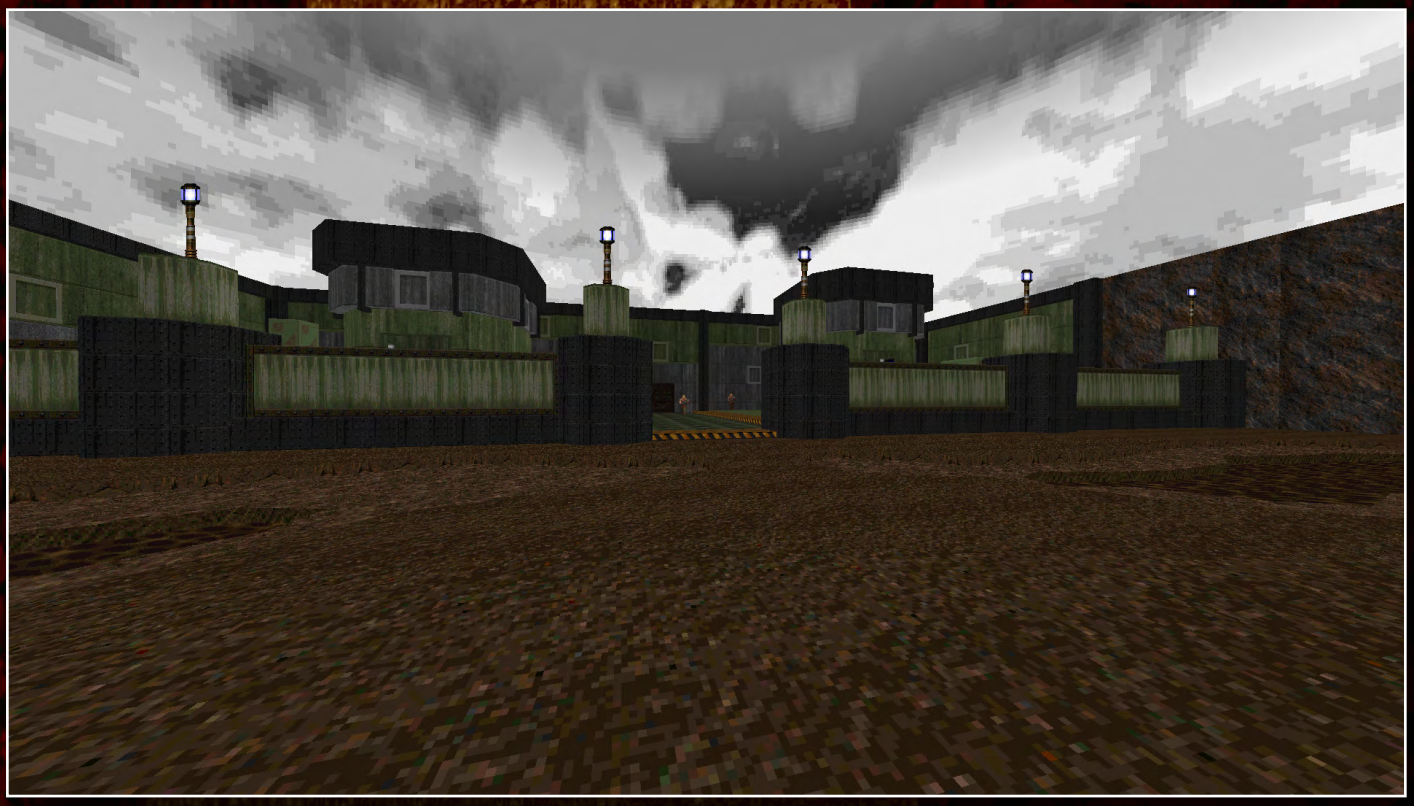
Creating 33 full-fledged maps is no easy task, especially if you're aiming at putting them all together in a single megawad, which means that they are going to need consistency, relevancy and a settled design philosophy that synergizes well alongside your entire design. *Good Morning Phobos* manages just that with quite the extra sweet touches. Visually, each single map is very, very good, like seriously good and quite fascinating from beginning to end. A solid level design plus some impressive visuals make the entirety of this megawad a worthy contender for modern standards. It is quite deliberate when showcasing its inspirations, that being the well-known **TNT: Evilution** (With a *Ty Haldernman* tribute on MAP32) and some bits and pieces of both the original **Ultimate Doom** and **Doom 2**, with one secret map that breaths **Plutonia**, arch-viles and chaingunners included. As for texture work, overall presentation and even MIDI usage, this megawad gets it right with high regards.

I have to highlight two things that made this more enjoyable than I was expecting: First, some maps are huge, quite big if I may say, yet in their gigantic dimensions there's always variety, diversity in each encounter and fascinating consistency that lies upon the great texture usage and detail attention.

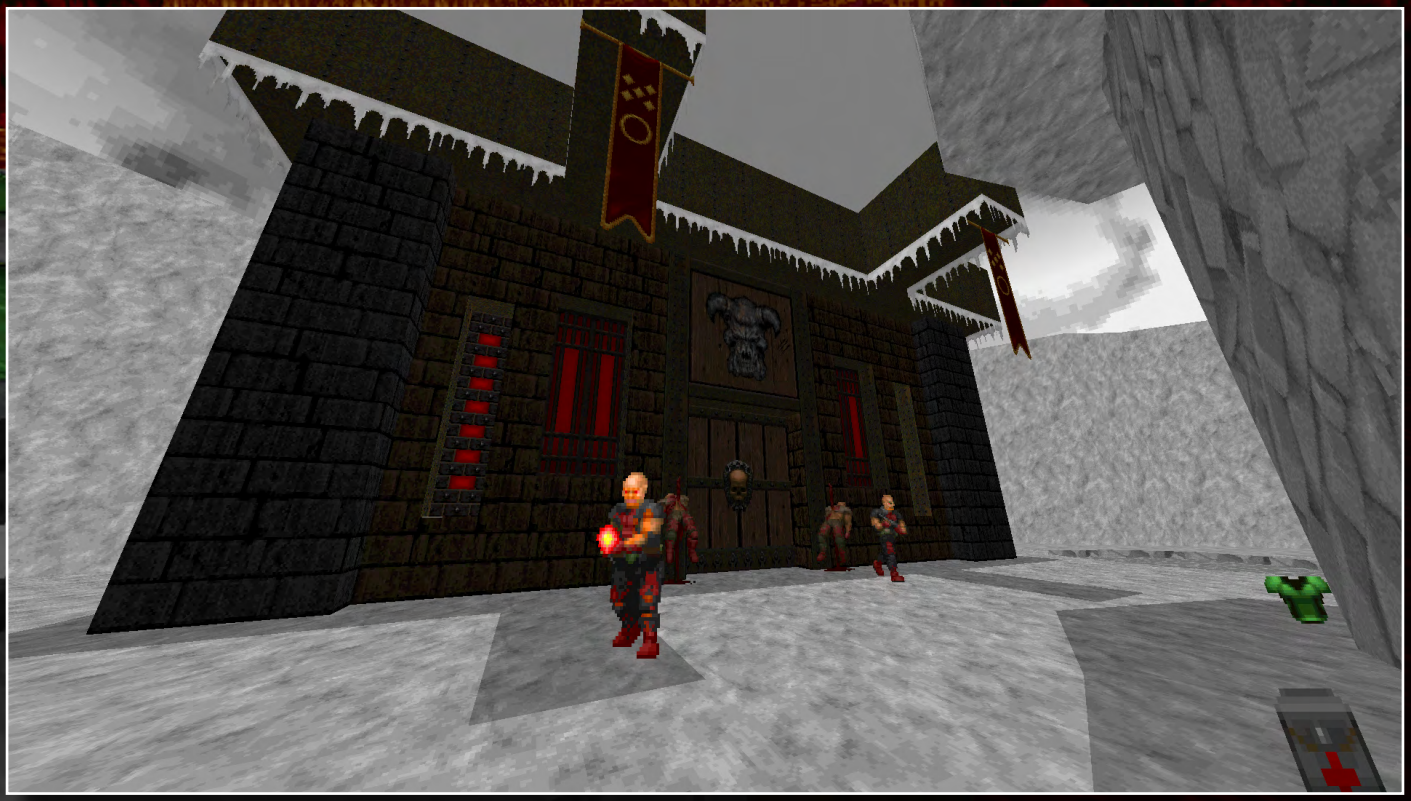
Second, the great progression, and that one is very important for someone like me that gets extremely frustrated if I get stuck for more than 1 single minute. No map feels lost and every single road takes you to somewhere that's essential for reaching the exit. Even in big maps where there's as many rooms and paths as demons, still is very hard to actually get lost and not find the way to reach victory.

While this may sound like the maps are linear in design (the early ones are), these maps have more depth and make use of a fascinating layout that excels at pathfinding and encourages exploration.

WAD Recommendation by
Endless



"A solid level design plus some impressive visuals make the entirety of this ***megawad*** a worthy contender for modern standards."



HURT

2019 BY ELEND

Where many wads go left, Hurt goes right and takes the focus off of fast paced, slick combat in favor of grueling, somber atmospheres and sounds and satanic, borderline psychological horror in the actions that you're forced to make.

It also spares no expense at the fine details of the geography and texturing, looking absolutely beautiful despite only using stock textures (only exception being the skybox which is custom).

On a technical level, the map is exceptional.

Amazing amounts of detailing are put into every corner of the map, and the map layout strikes the right balance between interestingly complex and understandably simple, with plentiful settings, visual themes and landmarks to help you find your way around.

Lightning effects are another hallmark of this map; along with the absence of light, your vision is regularly toyed with and often stowed aside so your ears can have a shot at locating enemies in pitch-black rooms.

The combat is a fantastic supplement to the thoughts and feelings it tries to provoke inside your mind, making you kill baby cacodemons that make such a piercing sound I may very well have PTSD from.

Unfortunately, that is where the good ends.

In all other aspects, combat is a sore, sore thumb in this otherwise exceptional map.

The enemy placement feels like it was slapped together without much thought or care put into how enemies work both by themselves and in tandem with other baddies.

Speaking of baby Cacodemons, this .wad also adds in custom monsters taken for Realm667's monster pack, and the additions most certainly play into the horror element with pale, barren zombies, armorless Revenants that are WAY too cursed for their own good, baby Cacodemons that you almost can't kill due to their sound and black Imps who shoot two fireballs in rapid succession.

Every other monster stayed the same.

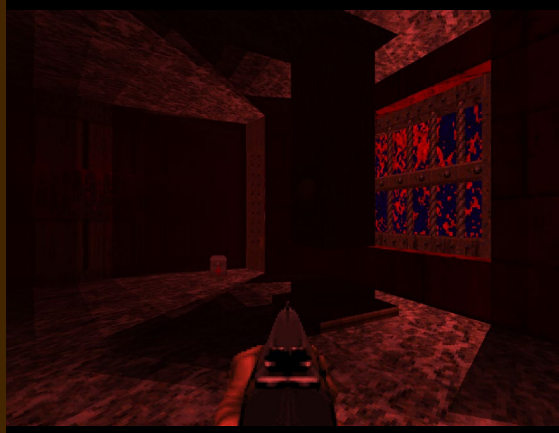
However, the map layout leaves a lot to be desired.

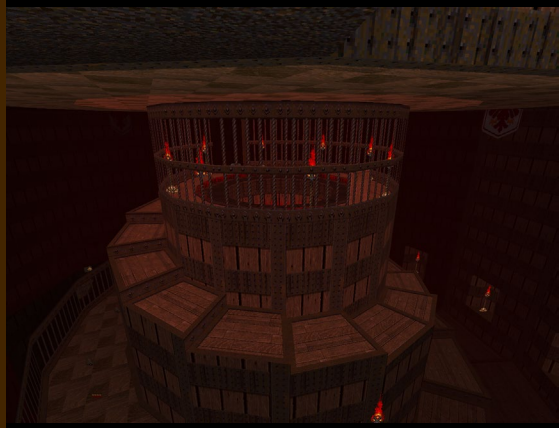
While navigability is a non-issue, knowing where to go next and when certain doors, blocked-off passageways, stairs, lifts etc. get opened is near impossible.

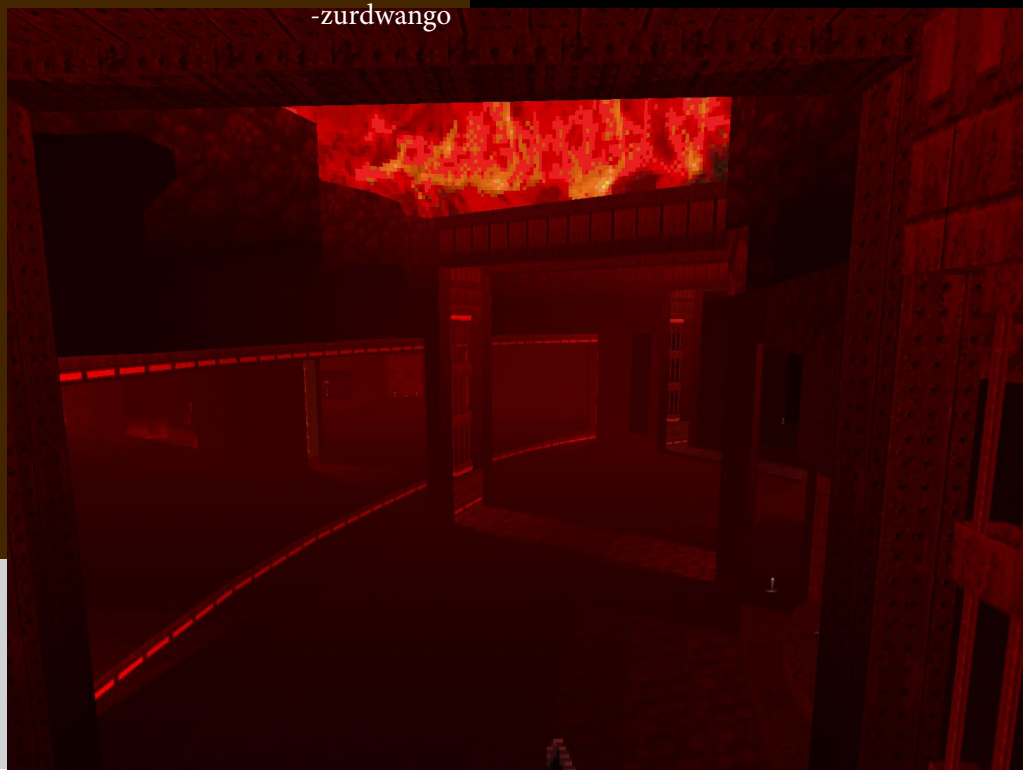
There are plenty of times where you'll walk into something like a double Revenant ambush underequipped for the challenge.

Ultimately, the map has a lot going for it, and elend should be commended for their impressive skills in detailing and making aesthetically amazing environments, but unfortunately, the map fails to guide the player to the right place at the right time.

-zurdwango

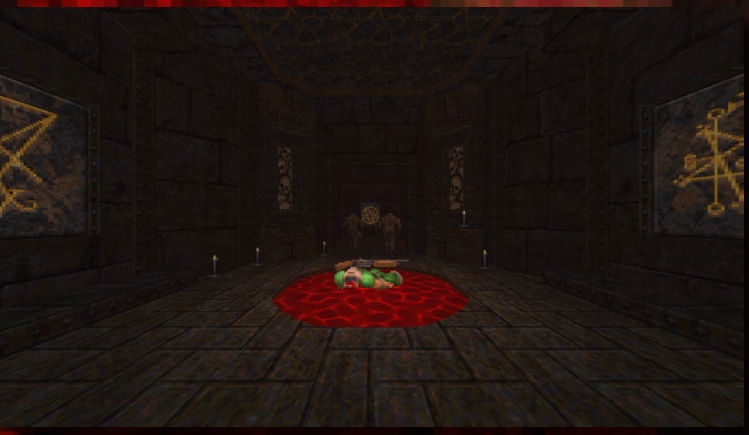






HALLS OF THE GOAT CHILD

WAD AUTHOR: Remilia Scarlet
RELEASE DATE: 13.10.2020
CLICK HERE TO GET IT!





Who would have thought that 2020 would also bring none other than the eldritch-horror mapper herself, *Remilia*, back in action? Things come and go and weird stuff happens all the time, but when it comes to **Doom** WADs in all beautiful Lovecraft style, no one does it like she does, and here's one of the reasons why.

Halls of the Goat Child is a single-level WAD inspired by the likes of Lovecraftian art style and cosmic horror, bringing some nice *GZDoom* tricks into the table that elevate every single visual aspect of this WAD into amazing levels of ambient and detail. A wonder since the get go, you'll probably stay a while just to admire some of the nice areas and rooms that this map offers, all while at the same time some demons tail your every-step until violent combat comes around.

Visually speaking, what can you expect from the spiritual successor to the previous awesome *Lovecraftian* inspired WAD, *Shadows of the Nightmare Realm*? While not a true sequel in that sense, *Halls of the Goat Child* still shares the same aesthetics and a similar story on its awesome text screen at the beginning of the map. One thing we have to take in mind is that this is a semi-speedmap, with of course, a small size in comparison to other maps by the same author. This shouldn't be a major concern, because what defines a good map is not size, but a combination of different aspects that make it shine with a beautiful identity of fascinating styles. *Halls of the Goat Child* delivers more than enough. A foggy atmosphere, dark and hot scenarios, tight rooms with lava falls.

While, admittedly, the *GZDoom* version loses some of its visual fidelity, coming with some lightning bugs, I still can say with certainty that the true essence of the maps still remain thanks to the primordial settings of its features; lightning still looks great; level design is fantastic; combat is tight and well-balanced and the music sets a perfect ambiance for you to enjoy. While the *Doomsday* version is the ideal one, don't let that stop you from trying this on *GZDoom* like I did.

So, should you play this map? Well, duh. Of course, you should. Coming with a well stylized visual theme that embraces darkness and a moody setting, alongside a tight and progressive layout that tests your awareness and movement skills, *Halls of the Goat Child* is not only a small, pretty-looking level, but also one very fun and fantastic semi-speedmap that deserves all your time, which shouldn't take more than 15 minutes, max. My only advice is, don't mess with the eldritch gods and be careful when reaching the end, there's quite the surprise.

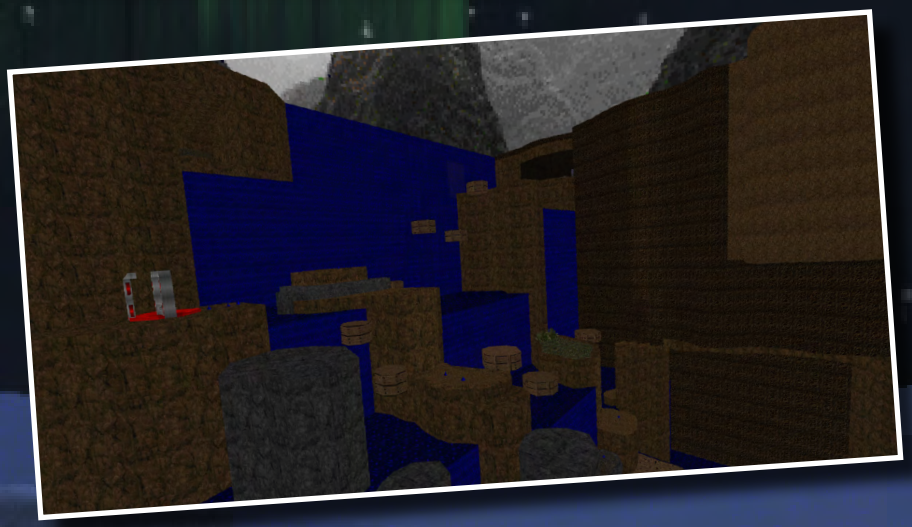
WAD Recommendation by
Endless

JUMPMAZE X

WAD AUTHOR: Cyber et al.
RELEASE DATE: 3.7.2020
***CLICK HERE** TO GET IT!*

I KNOW THIS GAME WAS MADE LONG TIME AGO, but it was this year that I started to get interested in it. I wanted to dedicate this review to the people that might get interested in this project.

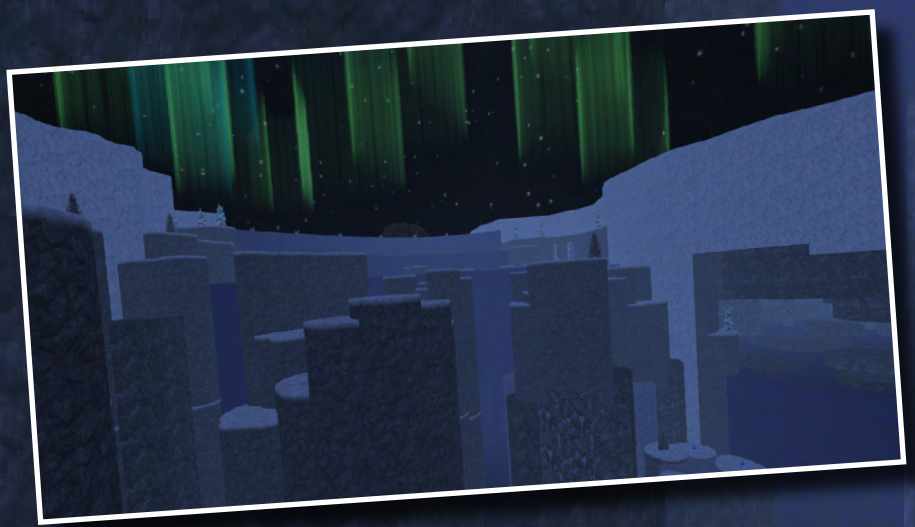
Jumpmaze is a special game mod in which we aim to jump and use a couple of skills, like diagonal strafe to reach larger distances to get through obstacles and finish the map. *Cyber* is the creator of this project and many mappers have contributed great maps to this map set. Here, we will talk about Jumpmaze X, the megawad of this year with the concept of a modernized platformer in **Doom 2**, which I highly recommend to those who are just getting started to the Jumpmaze series.



Something I love about this map pack is the fact that it has a good difficulty curve, that's why I recommend it to anyone interested in getting himself into this kind of gameplay mod, because from the beginning we will not be subjected to large difficult maps, but this mapset is created for players to learn as they go, as I did. Besides that, we can also find secrets around our playthrough, such as finding *Mudkips* (a *Pokémon*) that are lost between maps and we also have different endings to unlock, so I recommend you to find all the *Mudkips* and maybe you will get an unique reward.



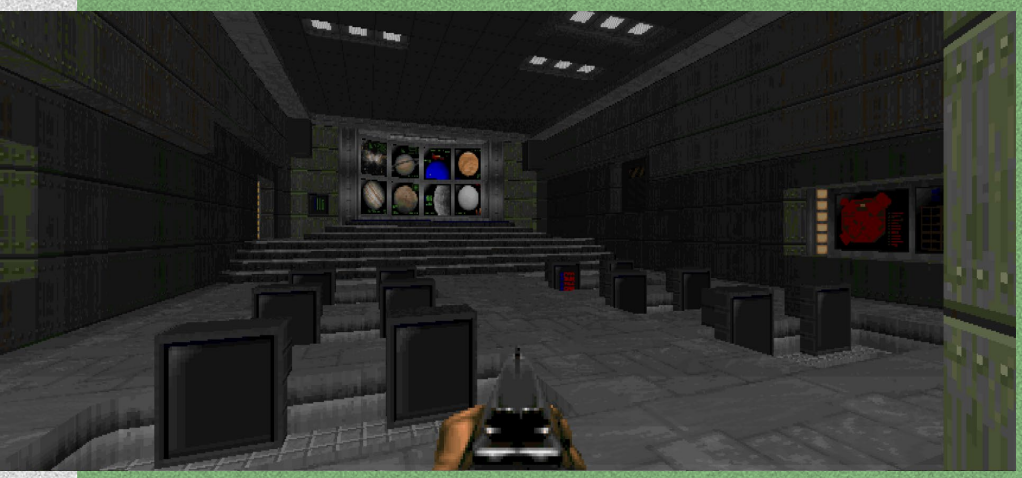
Oh! And if you want more, you can venture over and try the other Jump Maze mapsets besides just *Jumpmaze X*, among them we have (*JM 1, JM 2, Jumpix, Neojump*, etc ...) if you want to try them, I recommend a *Zandronum* server *"<Blue Firestick> ~~ Official Public Jumpmaze"* where you can play them with your friends!



-[N5]Caze

SCYTHE X 2009 by Erik Alm





Welcome back my fellow lovers of the short, sweet, and action packed, I have a recommendation for you that is a bit older than my previous reviews but filled with plenty of good map elements and action.

Scythe X, released in 2009, is like Erik Alm's previous work Scythe 1 in terms of feeling but has even more polish if less maps with a nice aesthetic.

To play Scythe X you will need a limit removing port such as Crispy Doom or PrBoom+ (use -complevel 2 for the most appropriate comp settings) and makes use of a dehacked patch that changes quite a few things as well.

Maps can be run continuously or with pistol starts fine and pistol start is what I would recommend as the maps seem to encourage that gameplay with the weapon and ammo selection.

For any Max runs it is important to note that the lost souls WILL count as kills, but not the floating green spirits that are added in so keep that in mind.







Scythe X has nice looking maps with a clean tech-base aesthetic that manages to have a bit of a different look from other tech-base maps with some different textures.

It is cool to see a "bed" on the floor or a computer recessed in seats in a control room and gives a nice look without detracting at all from the gameplay.

The layouts are compact and cramped in places but not overly punishing, and you get some more open and different shaped areas to break things up visually and tactically.

A nice note on the appearance of the "Episode 2" maps is the nice space backdrop that really sells the "Space Station" look and gives a nice atmosphere to the combat.

Music is another area where Scythe X does well with all original tracks by Paul Corfiatis, Bloodskull, Joe Beahan, Stewboy, and Jared Boice.

The music is wonderful and adds to the action and atmosphere of the wad keeping things fresh along the extra sprites and custom artwork.

Well composed and beautiful!

In terms of gameplay Scythe X plays more like Scythe 1 than Scythe 2 so expect the usual short high actions maps and gameplay.

With the engagement areas being a bit cramped and ammo being sparse at times Scythe X pushes an interesting "puzzle solving" aspect to combat where you try to best economize the weapons offered, and take advantage of environmental factors such as blowing up barrels to help clear enemies.

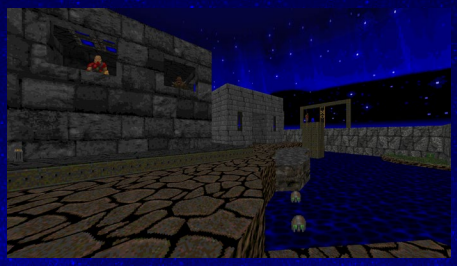
When running through these levels get ready to deal with plenty of traps usually unleashing hitscanners that tend to be easily shot at but can ruin your day if your trigger finger is slow, but there are cool and well-placed environmental traps to keep you on your toes as well.

The secrets are better placed than in Scythe 1 and take a bit more work to find, or at least to find the method of using them, but clues are well placed to give you some idea and will reward you if you discover the tricks.

It's a shame we may never see Scythe X truly completed with its remaining episodes, and greater use of custom monsters, but what exists is already worth playing so go check it out!

- Eric Claus









DBP12: INTO THE STORM

(2019)

BY THE DOOMER BOARDS COMMUNITY

Oh boy, we're back in the business and the Doomer Boards Project are here. The monthly mapping event keeps amazing me every single time and this is no exception; a beautiful, blue-ish map set that delivers some really well-done and awesome looking gothic styled levels that range as much in layout as in style. Into the Storm is the perfect name for something that evokes an overall feeling of fantasy, new worlds and darkness above us, or in this case, blue.

Into the Storm is as diverse as it's unique, just like any other DBP map set. Full of some seriously solid maps with fascinating and extra fun layouts that shine thanks to the gothic/blue mix into some extra quirks that make up some well-balanced maps.

As with previous project, difficulty is one thing to take into account. These are not easy maps but aren't necessarily extreme; as a matter of fact, they achieve the right balance with great precision and a well-done design philosophy that allows for a more liberal gameplay style that welcomes both newbie and veteran alike. No map is boring, slow or just tedious, not even the hard ones like the first map or the last map, the first one being on the likes of Thy Flesh Consumed and the last one just going full slaughter. I'm not a fan of that last style yet I still found myself having lots of fun with it.

And so, the story goes on; The Doomer Boards Project exists and I smile big. No project so far has left any bad taste in my mouth, on the contrary, I feel like each single one of them is a truly exotic and delicious meal that deserves its own plate. Into the Storm is one blue-tinted gothic-flavored work that while carrying some simplicity along its complete panorama, still achieves some great qualities just being good fun and good work. Into the Storm of the entire DBP series, I welcome thy thunder.

– Endless

wrath of cronos



WHERE DO I START? Ah yes, I'll start saying that if you are one of those who enjoyed the RPG **Hexen** system and wanted more and also played with the system of **Heretic** and want some in **Doom**, this is for you.

Created by *Thetis* and many more authors, *Wrath of Cronos* brings us the experience of **Hexen** but improved creating a whole new **Hexen** to play, in addition to the 3 warriors that we already know which are the cleric, warrior and the mage, now we have the hunter, assassin and necromancer, adding more variety to the classes and being compatible with *Zandronum* is totally possible to play with your friends, are you ready to fight the hordes of enemies while you level up with your companions to shout that the cleric heal you and never do it in time?

But what improvement of the classic **Hexen** besides improvements over the sprites? A lot!, Each class contains 6 weapons that means that the original classes will also have 2 extra weapons apart from the already known ones, in addition to all your extra skill kit, each class has a skill tree to complete, ranging from the most basic cleric heal, to the summoning of a hunter's wolf, making leveling up satisfying.

The progression system is pretty well done since despite the enemies also having improved health and damage as you level up, compared to how you improve when leveling up, it is nothing, making everything still an enemy that should not be ignored and also keeping something fair, so the progression is something which this mod achieves very well, since you feel how you level up, how you can gain more power killing and still see how each monster, they are more and more weak than the first level of the megawad.

Something that can be highlighted is its compatibility with **Heretic, Hexen** and **Doom** games, making one of the few mods that can be played in different iwads, in addition to also improving the enemies of each game, it will also make the boss battles more interesting- something to applaud in a way from my modder point of view there is still much more you can find in this mod but is better try it and get into its RPG gameplay.

Now, let's see this mod from another side of the coin, the code:

Although *Wrath of Cronos* uses many files to function, these do not weigh so much since, well, this is done to make it compatible with different games, and why do you need this? It's for a simple reason, the games' different palettes.

If we let another palette work, something very horrible can happen to sprites, since they are created based on the colors of a palette, they also add some changes, and little else, in the screenshot you can see the problem of playing with a wrong palette specially in the fighter.

" ...what should be praised, is the use of the ACS, literally, ***the amount of code that was made in ACS is insane and incredible*** *that it weighs almost 500kB"*

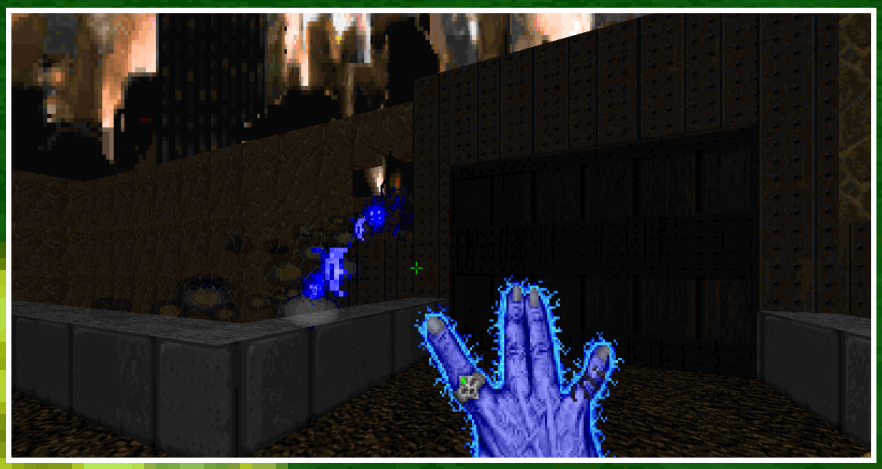
The work this mod contains, is not much in itself in the decorate, what should be praised, is the use of the ACS, literally, the amount of code that was made in ACS is insane and incredible that it weighs almost 500kB, and in terms of code, it's too much, and how they kept it simple to make all the scripts work in the monsters is just awesome, also, they added a readme for modders who want to create something, mainly patches of compatibility with enemies from other wads, I did it myself creating one of eviternity and it is quite easy, much more than one would think

So, what are you waiting for? If you liked **Hexen** I'm sure you will like this too, and even more so if you can play with friends, I assure you it will be fun how you and your friends fight together against the world, or rather, against the serpent riders.

- Gaia74







WAD AUTHOR: Thetis
RELEASE DATE: 2013
CLICK HERE TO GET IT!

Rise of the Abyssal

A unique Medieval Total Conversion in progress

By The Noob_Gamer & Red (Redneckerz)



Doom certainly is no stranger to so called «TC's» or Total Conversion – After all, Banjo Software's Hacx from 1997 started life as one.

With the rise of ZDoom and its modding capabilities, the port became the backdrop to many total conversions, from Action Doom 2 to Harmony to Castlevania: Simon's Destiny.

Most of current Total Conversions are of high quality, so high they are pretty much games in their own.

Hedon, Total Chaos, you name it.

Unfortunately, with how active the Doom modding scene is, and the mod release frequency is higher than ever, some quality works are bound to slip under the radar.

Rise of the Abyssal is a victim of this.

A visually endearing and captivating experience, author Night Falls has worked on the project for the past two years.

We review the latest demo, packed with three levels.

«Somewhere, sometime in the past, a civilization was formed around a mysterious energy source which allowed them to create technology that would not be possible otherwise. Then, when the civilization began to flourish, the animalistic species unique to the land became organized and waged war against them. And then someone shows up on the shore, carrying nothing but a note in an unknown language.»

In Rise of the Abyssal, the gameplay mechanics have been reimagined considerably, aiming to provide a fresh tactical experience, yet retaining a Doom feel.

You will need to be versatile in your playstyle to survive.

The standard Doom bestiary is replaced by a range of opponents that are less reliant on ''Shoot it until it dies" and focusing more on tactical engagement.

Monsters can effectively dodge, throw debris...reminiscent of that one enemy in Batman Doom.

Others chase you around whilst hurling fire at the player.

It becomes immediately clear that RotA does not kid around when it comes to its ensemble cast of monsters and it's easily one of the strongest points of the TC.

To head into battle against these smart enemies, RotA significantly changes the standard gameplay that you know and love from Doom.

For starters, medkits are out – Instead of carrying around enough bandages to appear as a mummy to your fellow space marines, you now have to protect yourself with vitality.

Think of it as the Halo shield but you have to manually restore it through recharge pickups.

At least they restore a bunch, but in return health can't be obtained normally.

A dagger is provided to the player to perform brutal executions during right moments to get health back.

With the weaponry, melee carries a significant focus here.

There's a dedicated kick attack, for those Dark Messiah enthusiasts that like their legs strained.

Kicks can stun enemies, push them into environmental hazards or simply for fun – all in all, a sub attack great for doing weapon combos.

Nasty critters can also be punched so the ability to envoke your inner Rambo is definitely present in RotA.

Advanced weaponry is currently offered by a powerful sword that is able to perform a string of swings and slashes, a bow that rewards precise aiming and an automatic quad-barrel crossbow with dynamic reloading.

Then there are various mythical things like throwable explosive crystals, a chargable fireball cannon and the flamethrower.

All weapons seem to serve a purpose, catering towards various playstyles.

Triggerable explosives can be used as traps, with bait to lure the pesky nasties to their impending doom.

(Hey, nobody said that these enemies were actually smart!)



Preparing to clean up the junk.

When it comes to graphical design, Rise of the Abyssal does not disappoint though it is clearly still a work in progress.

A heavy emphasis on 3D models is employed, particularly in the weapons department.



A kick in the dark.

These feature a plethora of animation but it is clear that these are still in development, as they are not really refined.

Aside the 3D modelling, the emphasis is on a low poly, pixelated artstyle for the models combined with some more darker tones that you would see in a game like Castlevania.

Certain textures, predominantly water liquids, carry a normal map which makes for a interesting retro effect, reminiscent of certain 3D PS1-era games.

Static lights are employed sparsingly, mostly in places where the scenery needs to be dimly lit.

The overall artstyle tends to mix elements of sci-fi with aspects of nature, magic and technology in them, leading to a wide variation in texture quality and models/sprites.

Overall, the visual picture impresses, but some balancing might be needed – As whole things can and look amazing, but due to the wide variety in play makes the TC subject to inconsistencies in asset work – It is not particularly defined what the game's core look is going to be.

RotA's map design is varied.

From cranny caverns and caves to small out door areas, map design is centered on exploration and visualization of the worlds Night Falls has currently crafted for you, the player.

The first portion of the demo level is linear and crampy – although you might still get lost or will be at least fascinated by these corridors.



However, they did a good job teaching the player the basics.

Being a work-in-progress, these are still subject to changes, but what is certain is that the author tends to favor smaller play areas where surprises can lure behind every corner and where puzzle elements come into play.

The level opens up when you truly get outside and free yourself from the mines.

You get to blaze through impressive scenery - a flowing waterfall with water particles in a large, vertical canyon; when moonlight shines.

It shows attention to detail where in other areas this is still amiss, but as mentioned, a work-in-progress can't be judged with too much of a heavy hand.

More of a heavy handing can be given however to the animations of the weapons.

As interesting as employing 3D models for the weapons is (A sight not usually seen in a project of this magnitude), their animation frames are sub-par and not in line with the rest of the design.

If anything, I'd consider this the least impressive aspect of RotA – And it becomes clear to me that this particular part is not the author's strongest suit.

At the very least, Night Falls showcases a interesting mix of levels that currently lack some flow but with a lot of potential for further developments.

The world crafted here is a believable, albeit unpolished one.

Rise of the Abyssal has a lot of things going for it.

For one, it is remarkable how much asset work and quality is featured with in the three levels of play – They show a remarkable craftsmanship in bringing a world alive that is completely different from what you know of Doom.

Safe to say, it feels more like a standalone game than something that should require Doom 2.

This, at least to me, means it has the potential to stand alongside refined and sophisticated projects like The Adventures of Square and Hedon.



Rise of the Abyssal, in theory being able to achieve these same heights as the aforementioned projects should be something.

But also from theory, practice usually has to follow suit.

Being a one-man project also highlights the flaws of the project.

For as much as there is quality, map design could use an additional pass of refinement.

The adventurous mix of 3D models in a low poly mold intermixed with sprites works to a certain degree, but lacks a definitive direction.

In conclusion, Rise of the Abyssal is a total conversion that oozes potential.

Envoking a completely original world out of thin air is by no means an easy task, let alone making it visually endearing and using clever tricks to simulate high end graphical effects.

The usage of 3D models is refreshing, along with the behaviors of the new enemy cast.

They could work well as a standalone monster mod – potentially forcing you to act differently - but also highlight an inane ability to bring a unique experience to the Doom engine.

Nevertheless, it is very much clear that this is still a work in progress – And at least we hope that this will see the light of day in a fully released manner.

MASTER RECOMMENDATION

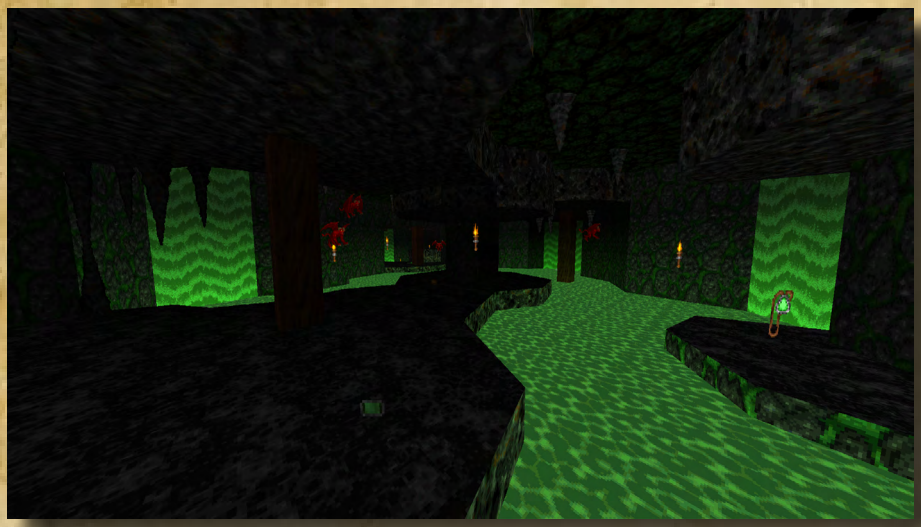
FAITHLESS TRILOGY

BY JIMMY

PARTHORIS IS ABLAZE, THE KINGDOMS OF MORTALS
FALL UNDER THE SHADOW.
A LINGERING DARK THAT DRAWS EACH DAY CLOSER,
WHERE NO LIGHT ESCAPES AND NO FIRE ILLUMINATES.
IN THE DARKNESS ABOVE THE EVIL VEIL,
LIES THE ONLY HOPE OF THE LONG LOST AND FORGOTTEN DAYS...
THE MYTH, THE LEGEND...
IT'S YOU – THE FAITHLESS ONE.

A NEWLY CRAFTED 28 maps/megawad by the true faithless one, Jimmy, the one true polymath of our beautiful community that now brings his greatest gifts to us in the form of heresy and dark fantasy. This is *Faithless: Trilogy*. The fully finished and 100% amazing, maybe a bit heretical, hub-like styled megawad that puts as much detail as simple beauty in each single map.

Faithless has the outstanding quality of, being pure quality duh, but also of involving a well-known but uncommon gameplay/progression system, that being the hub styled megawad. With 28 maps divided in 3 episodes, this one big **Heretic** adventure has the advantage of feeling like one seamless campaign during pretty much all the maps, mostly. With 3 total hubs for each episode (and 1 prologue-like mini episode) this is a big campaign that can take quite some time to finish thanks to the fact that we're going to be traveling for a great variety of maps in each single episode. All those maps connected by one single hub where we'll find lots of portals to different areas that will open along our own progress across each map. Think of it as **Hexen**, which was mostly a big incomprehensible switch hunt. *Faithless*, on the other hand, manages to circumvent this terrible design by using layouts that scale with logic and organic, natural progression. Each map feels like a complete adventure yet they always make sense and you know, most of the time, where to go, with a few exceptions during the really huge maps where, well, it's bound to become a



little confusing with the bigger, longer maps. That's part of the price to pay for creating massive interconnected maps.

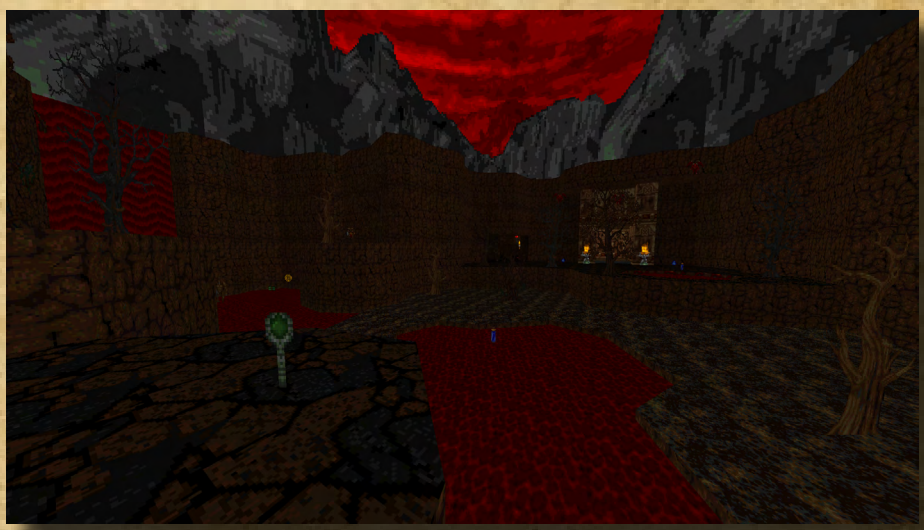
Yet, that doesn't diminish the fact that what we have here is nothing less than incredibly well-planned maps, beautiful to look at, absolute in atmosphere and as immersive as it is fun, all under a layer of fantasy painting of adventure and exploration. From the first episode to the last. Nothing feels the same, boring or simply lazy. We even have a guest mapper, the legend of *Not Jabba*, helping with his own hand with the E2M1 map, one of the biggest maps we'll find and really expansive in terms of its wide variety of designs and areas.

In the great panorama of *Faithless*, there's one thing that truly made me gasp and just close my eyes and let the imagination flow: the ambience. Each single map has a defined visual theme that also evokes a resemblance with seasonal stations, let's say winter or fall, yet those themes are not just a simple set of 4 styles, but a complete plethora of different, varied and unique styles that are as cool to play and as sweet to look at. You have a simple, traditional dark-gothic castle that says Heretic all over it, but you also have some very unique and fascinating maps with falling leaves, windy yards and a beautiful brown/red-ish architecture, or some winter frozen-like areas with abominable snow monsters. Of course, there's also a hell like map with some hot stuff going on there, and one of my favorites: A *Diablo-like* town with such a nice and expansive layout that makes my mind flow like water. Not only does every single level look beautiful, but they also feel beautiful thanks to the magnificent use of *GZDoom* effects and audio effects that are bound to different geographical accidents, like the sound of a river flowing or machinery moving inside a huge furnace. Fantastical stuff.

Faithless is no simple stroll in the park nor a deliberate slow or dull adventure. With a massive list of medium to huge maps, you better expect some company around when traveling through these lands of heretical beings. Since the get go, you'll face some interesting new enemies that are quite fun to fight against and also to just look at. Flying gargoyles that are on fire, some frozen golems that shoot ice balls or spikes at you. There's some very interesting and unique stuff too, like underwater mermaids (not exactly mermaids, but that's how I call them) that will jump at you whenever you're in their vicinity. New bosses also make an appearance, and for the sake of integrity, to not spoil you guys anything big, well, I'm just going to say they're pretty badass.

Yet, why stop with new maps and new monsters when you can go even further beyond? Good thing *Jimmy* has quite the ambition because he also added some really neat new stuff. New items, new weapons! All welcoming additions to the already lovely megawad. A new, buffed green elven wand that's capable of penetrating enemies, or new items like a vitality potion that comes very handy with the tough encounters. All these new additions feel like the proper way to play vanilla-**Heretic**. Not super complicated stuff or redundant objects that don't make any major difference. Balance is at hand. Every single monster, item and the level design itself is designed to be welcoming to all kinds of players, from the hardcore masochist to the newbie heretic. If there's one thing that really helps the overall score of any WAD project, its balancing skill levels. You'll find yourself that *the Faithless* is as easy as you want it to be or as challenging as your heart desires.

To be honest, I don't really have many complaints about this fantastical megawad. While I do admit that the massive size and hub-like style of the megawad may be detrimental at times thanks to the sheer size of the maps and the multitude of different interconnected roads and portals, this might be a different opinion in each single player. For some maps, despite being quite lost, always offer some really good exploration alternatives and even secret treasure to be found. Well, after all, just



remember: Not all those who wander are lost, and when you are the Faithless one, what's there to lose? Come in and jump into this heretical world.

If you love the complex and beautiful work that is put into the art of **Doom** mapping, then there's no reason for you to not enjoy the same beauty but in a different place. Heretic is one beautiful adventure waiting for you, even better now with *Faithless!*

But as per tradition, here at the *Wadazine*, we also want to share with you, dear doomed reader, the most intricate and fascinating stories that the community has to offer! To share the voice of our **Doom** gods and have a good time while we read some interesting stuff. This time, I introduce to you, *Jimmy!* The man that needs no introduction, oh... wait.



INTERVIEW

with the *Faithless* himself: *Jimmy*

DMW: There is no doubt that you have an impressive catalogue of content created, and now you are even part of a select group of Heretic mappers, what made you get into the Heretic scene?

Jimmy: I continue to be creatively fueled by this community, and another large-scale effort for **Heretic** that released just at the turn of 2019 caught my eye which led to me deciding to work on *Faithless* - that was of course *"The Wayfarer"* by *Not Jabba*. Playing through this set was solid proof to me that something really cool, unique, steeped in atmosphere, and epic in scale could be done with **Heretic's** gameplay and assets - with a few tasteful liberties taken with regard to custom content, of course! It balanced challenging gameplay with stunning visuals really nicely, and while I still feel like I'm best suited to making small-scale maps, I was sure that with the right approach, I could capture the same sense of adventuring, "wayfaring" if you will, in a **Heretic** level set of my own.

DMW: Have you had any previous experience mapping for Heretic, or this a new experience for you?

Jimmy: I think I'd made about two maps for **Heretic** in my entire life up to that point, and neither of them had seen the light of day, perhaps for the best. Probably part of the struggle I faced was dealing with **Heretic's** limited texture palette and how deeply uninspiring it is to work with. If I'd stuck to just stock resources, I definitely wouldn't have been able to come up with such settings as the *Kingdom of Roots (E1M4)*, or *Breathless Wastes (E1M9)*.

DMW: How did you find the overall process? Did you have fun with it?

Jimmy: Honestly it was really enjoyable overall! There's a really satisfying sense of world-building that comes along with creating an interconnected series of locations that a traveling adventurer can visit and plunder in essentially any order - you're kind of building your own universe. It may be I found myself getting kind of mentally lost in the maps from time to time, and I love a good game or set of levels that transports me elsewhere. If I can imagine myself there, I typically am able to map it out. Episodes 1 and 3 of *Faithless* basically started out with the main ideas for the hub maps that I found myself itching to get mapped out.

DMW: Deathless, Griefless, Faithless, etc. You do like words that end with -less! Why this particular creative choice?

Jimmy: *Griefless* kicked off this trend of mine back in 2018. I remember it being a very cold night and I was angry at a lot of personal things that had soured my mood. However, I can't bear the idea of being unproductive when I *know* I have the free time to do so, and I wound up furiously mapping out nine layouts in about 10-15 minutes each, then spending a bit of time the following day turning them into proper maps. The process probably took 20 hours of essentially non-stop work, and it was my way of giving my grief at the time the middle finger - that's why the project ended up being called *"Griefless"*.

Of course, once that was over, I knew I had to follow up with a full **Ultimate Doom** megawad! So Deathless came along later that year when *NaNoWADMo 2018* was hosted, which took me roughly 9 days of unceasing mapping. Then later in 2019, after I'd played *Wayfarer* and looked at all of **Heretic's** levels a little more closely to see how the base game was executed, I figured I'd follow up with a **Heretic** spin on the formula. The big (and rather bold) difference of course was that it was to be a hub episode for **Heretic** and I would also use the UDMF mapping format, which I'd never really speedmapped with before and admittedly did feel perhaps too technically ambitious. But it turned out okay! I think Faithless's first hub episode took about 10 days of consistent effort, which I consider *very* fast for mapping out a full hub in UDMF.

DMW: Why did you decided to make Faithless: Trilogy a hub-styled megawad instead of the traditional MAP01, then MAP02, next MAP03, and so on?

Jimmy: Essentially to challenge myself to do so! It was a bit of a puzzle in itself at first, but before long I figured out how to correctly do portals that link between maps, how to get puzzle items working, etc. and it all slotted into place quite nicely in the end.

Having played both **Heretic** and **Hexen** and left some thoughts on both those games, many of which highly critical, I think I realised that there was a huge amount of unexplored potential in both games. **Heretic** had the superior combat, while **Hexen** had the intrigue and sense of place in its settings. Taking elements from both games that I knew worked and uniting them in a "happy marriage" of sorts was ultimately the end goal, to end with

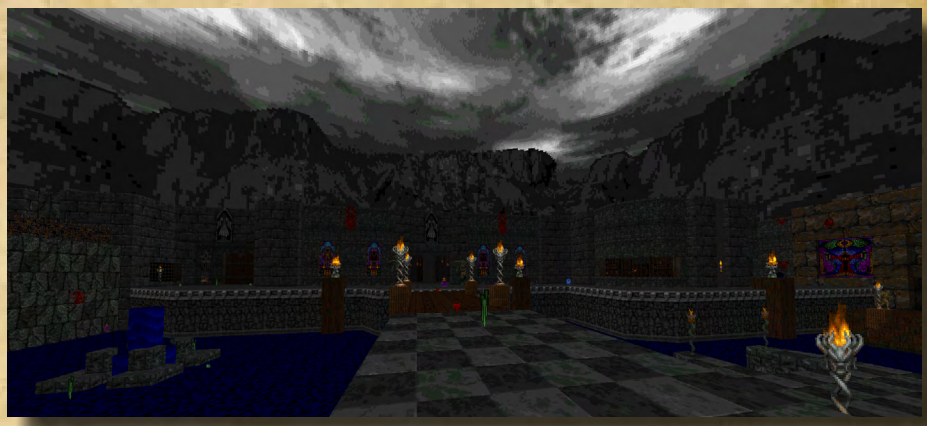
something fun and fast-paced, yet expansive and explorative. There weren't really many technical hitches, although I certainly had to wrack my brain in some instances to come up with good puzzle mechanics that would make sense to a first-time player.

DMW: What was your inspiration, or muse if you wish, for this project?

Jimmy: I've played a few really cool **Heretic** maps in the past by the likes of *Xaser* and *kristus*. Their efforts were probably the ones I kept in mind on some subconscious level while designing *Faithless*, as they were testament to how **Heretic**, even just its base assets, could be used to create a really strong sense of place and journey. I had a lot more creative leeway of course, with it being a *GZDoom-exclusive* project that I was free to cram full of custom resources of my own choosing.

DMW: Personally, I believe that one point that makes your maps stand out is the ambience, Faithless is no exception, but tell us, what do you think is the characteristic in your mapping style that makes you stand out? What are you most proud of?

Jimmy: This is a hard one for me, but I think the thing I've managed to perfect is my efficiency in the editor, and I'm happy with how quickly I can put



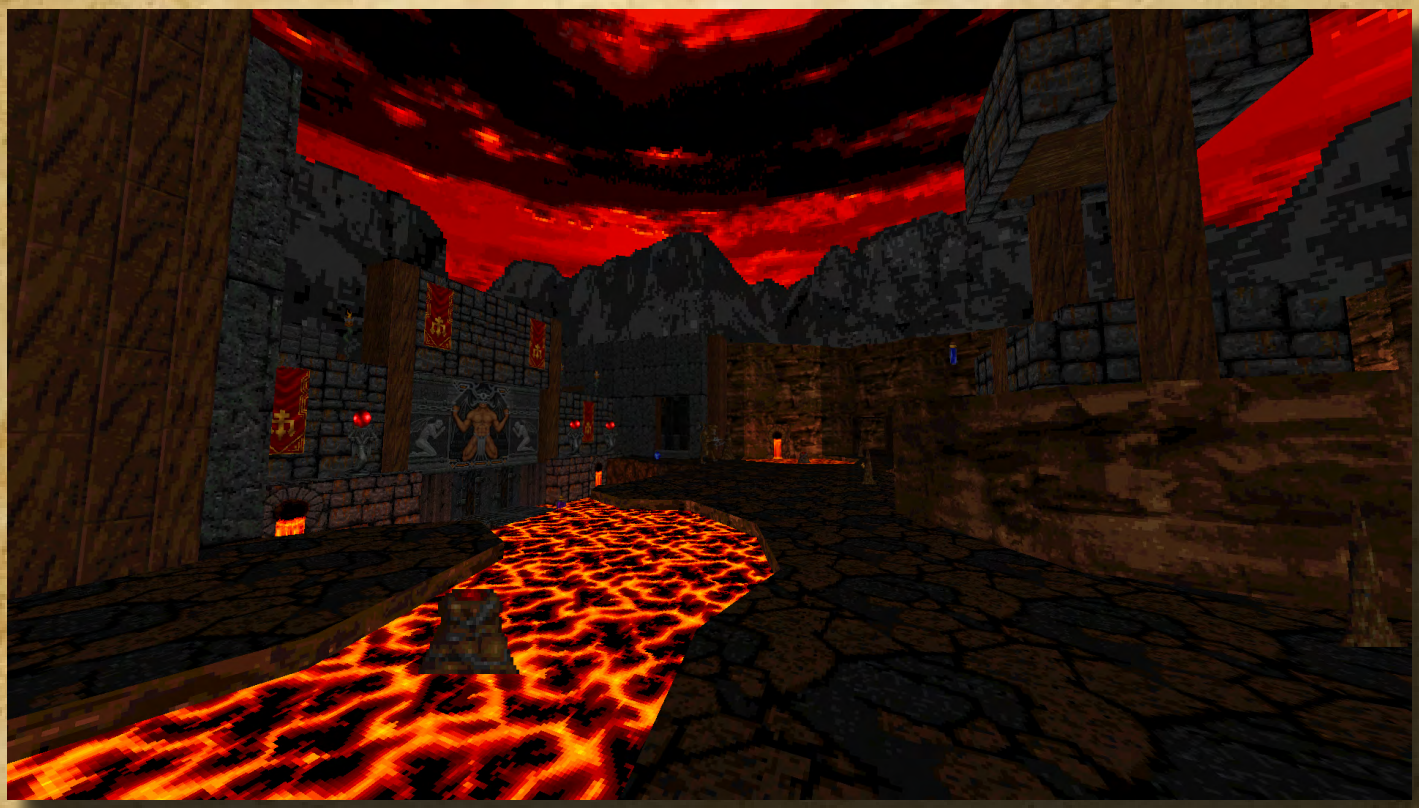
together ideas now. My speed as a mapper has certainly been a talking point since *Griefless* and *Deathless*, although I still reckon there's room for improvement especially in how my creative drive ebbs and flows. I need to develop some sort of proper ritual and establish a good working environment for myself, and to take good care of my brain so that I'm less easily distracted by things. I would consider it foolish and unsustainable to be forcefully mapping every day, of course, but I can still go weeks without touching the editor at all. I guess this is all part of an extended journey of self-improvement. :P

DMW: The introduction of new weapons, new enemies and new, cool-looking effects give this project one solid identity. What is your favorite new addition?

Jimmy: It was very fun adding the new weapons, particularly the *Jade Wand* - I'm very happy with how that weapon turned out. It's cool, ammo-efficient, and the tomed attack absolutely shreds most enemies. Of the monsters, the red chaos serpents became quite fun to place down in maps because of how seriously they can wreck you in no time flat. I love a good enemy that puts the fear of god into the player, and **Heretic** is somewhat sorely lacking in those - you have the Iron Lich with its trio of attacks, and the incredibly tanky Maulotaur - and that's about it.

DMW: Music is one of your many specialties, how did you approach the selection of the MIDI for this project?

Jimmy: Faithless's soundtrack was put



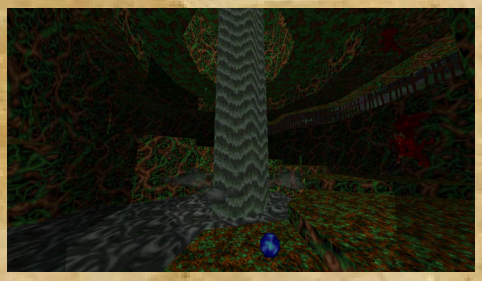


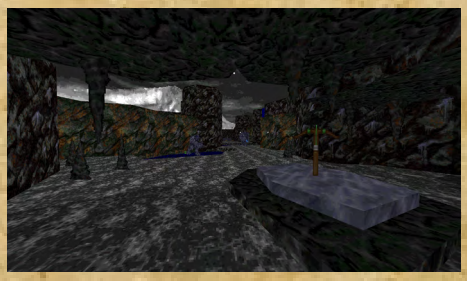
together from the soundtracks of **DOS** adventure games like *Lands of Lore, Mageslayer, Ravenloft,* and *Anvil of Dawn*. There's also a couple of alpha Blood tracks which felt like perfect fits for the maps in question. Some of these to my ears sounded decidedly *Schilder*. That said, I don't know how completely happy I am with a soundtrack full of game rips, and I am considering releasing an alternative music pack for the final release which will include selections from the *RAVEN MIDI Pack*. I know for a fact that that community project rallied enough entries to help score a proper soundtrack for Faithless!

DMW: What's the thing that made you say: Oh, looks like mapping for Heretic is not the same as Doom? Or did you find it to be quite similar in that regard?

Jimmy: Mapping for **Heretic**, if we're talking about the base game, is basically the same as mapping for **Doom**. The monsters of **Heretic** can in many cases be likened to the monsters of **Doom** - nitrogolems are basically imps, sabreclaws are almost identical to demons, weredragons are kind of like hell knights, etc. You have a lot more goodies to offer the player in the form of the portable items, and balancing maps often revolves around accounting for whether a player will decide to use their items straight away or keep hold of them for long periods. That's more or less the only notable difference that you have to bear in mind as a mapper - it's all completely the same linedefs, vertices and sectors as **Doom**, otherwise!

DMW: In this vast world of mapping, you are one true gem! Will you keep shining for us in the future with another solo Heretic project? Or do you have any other solo projects in mind that you would like to share?





Jimmy: My feeling is that this might be my last **Heretic** venture, although I definitely want to revisit the hub style approach at some future point. It's far removed from straightforward solo mapping, requiring a lot more forward planning, and often involves thinking about in-game lore and plot, but I thoroughly enjoy doing all that. Definitely look out for more projects with the "-less" suffix! I've got lots of ideas still bubbling away.

DMW: Have any fun anecdote about this project that you would like to share?

Jimmy: When it was revealed on Discord that I was doing some speedmaps for **Heretic** the same way I did for **Griefless/Deathless**, I remember *Xaser* had a guess at the name I was going to go with. Of course, he hit it one - ***"Faithless"!***

Thanks a lot for sharing this wholesome and entertaining interview with is Jimmy! You are truly one special kind of a mapper and a fantastic member of this community, for that, we say thank you! But we also have something for you. With this, I hereby hand Jimmy our 8th Wadazine Seal of Approval and we close our selections of this year with a heretical delivery!

Congratulations!



ART BY

REWIND

























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27 Years of Doom
A love letter



Way back in 1993, during the beautiful morning of December 10th, a new game was released that would change the world of gaming as we used to know it. A revolutionary masterpiece that would see himself become the granddaddy of an entire genre. The rest is history, and the history is being still made today.

Doom was born 27 years ago. Way older than a big portion of the current Doom community and pretty much one of the oldest game sagas that is still more than active to this day. It's older than Diablo, older than StarCraft, older than Warcraft, older than Call of Duty, older than Battlefield and pretty much 90% of any other current gaming saga. What does this mean, exactly? Well, it means that a game that's nearing 3 decades of age, is still being active, developed and loved by a thriving community that's only getting bigger.

How many of you have been along this game for a journey that's going on for 27 years? How many of you are veterans of yore that stood there when the game released for the first time? And how many of you have been here since Doom 3? How many since Doom 2016? Or how many since Eternal? There's always Doom for everyone and for every kinds of preferences. Classic, horror, fast-paced, challenging, casual, artistic, metal (quite satanic some would say) and much more. I think we all can agree that, as a community, we've been spoiled with an extremely consistent saga that so far, hasn't had any bad game. Doom still is Doom, and its FPS identity is up to whatever we want to play.

For this and much more, I want to celebrate the birthday of my favourite game ever, but not only that, my favourite community ever. Heck, I like this community better than my own town community. For here, at Doom, we have artists, we have creators, we have writers, we have geniuses, we have polymaths, we have historians, we have musicians, we have lovers. A full circle of the best of the best just for the best of the best. Doom is not only a game, but an idea. And ideas, Mr. Creedy, are bulletproof.

So, I wish to congratulate not only this game, but this community. To everyone: Happy birthday! And let's not forget that Doom… Doom is eternal.

- Endless.



The doom master wadazine

Expresses its gratest gratitude and love towards this community, this game and this world.

Happy 27 years of doom.

Merry xmas and happy new year!

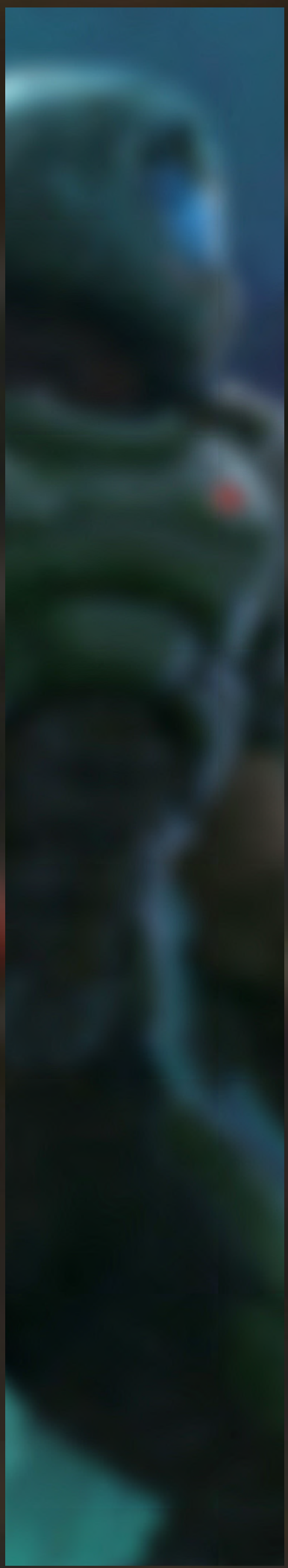
WADAZINE WZ

NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE NOV. 4, 2020 *RIP AND SHARE.*

1. Boaty McBoatwad - let's all make boat maps (Boom CP)
2. Need Some Willing PlayTesters
3. [RC1, BOOM, 13 maps] Nostalgia Ain't What It Used to Be
4. Ultra's Nightmare & Violence City (2 Maps)
5. Buried Debts - a map for ZBloody Hell
6. "Close Call," Far Cry-Inspired wad concept
7. DM_UACMALL.WAD (A DeathMatch Open Arena for Limit-Removing ports)
8. [NaNoWADMo] Temporal Tantrum (WIP - October Demo)
9. [Release] Lost Civilization 2 part 1, the introduction!
10. In search (eternity engine map) (demo)
11. Temple of Vanth (single map - first map for me)
12. DOOM64EX RELOADED Episode 1
13. E1M1 into DOOM64 EX translation
14. [GZDoom] [v1.1] Serenity Now - A spooky map I've been working on
15. Temple BreakThrough 2 Just Got A New Update
16. Making My Own Joke Wad Rn
17. ArchVile% [AV%]
18. Clippy new Doom 2 speedmap - Boats - small challenging map give er a try
19. Ar Luminae: a vibrant UDMF behemoth appears - RC1 out now!
20. New conjoined wad!
21. [30 Minutes Speedmaping] - Hard Times ---> Can you beat this?
22. Mork, Murder, Art - An archive of 2007-2014 gggmork works
23. Short gothic doom map
24. [Release] Halls of The Goat Child (GZDoom port now available)
25. SCP D-Class Doomed (on going)
26. DOOM2 - NotASlaughtedMap (harder map)
27. Communications Center: A vanilla mapset with rockets.
28. SkeletronMK666' Terminator Player Class WAD V3.0.3
29. Hell's Ruins (WIP)
30. FANDOOM Eternal
31. TOO MANY IMPS!!!
32. Neptune, My First Major WAD!
33. Gore Doom, Arena for Doom EoA
34. Bromine - Limit Removing Map
35. Isolation - short intense map
36. My first map; "Dreadstone"! 1.1 version update.
37. haruko haruhara's community map project with friends
38. [Release] Reaper Episode 1
39. I.H.N.I. Episode 1 (no - the other one)
40. TENEBRUM (GZDoom+Heretic megawad, released)
41. backrooms.wad
42. Abyssal Speedmapping Session 49 - The Big Four - Nine!
43. Hell City Remastered (V.1.1)
44. Stygian Abyss: My New Wad
45. Sehenswirdigkeit: a wad by 90s doomer wad-by-90s-doomer/

46. Vanth Complex / Single map
47. My Wads
48. My horrible wad.
49. even more maps
50. **New Clippy map** "Shut up LSA" - a unique challenge I hope
51. Looking for someone to finish a realistic city wad
52. ERR.wad
53. Teleport MAP05, MAP06
54. Double Impact: Now Compatible with Doom-plus!!
55. First Finished Map (Updated based on feedback)
56. doom 2 masterlevel
57. Steel Sepulchre (Vanilla)
58. Necroplasm - Vanilla Heretic Megawad Demo Episode
59. [Limit-removing] Torrential - Third Map, Feedback Appreciated
60. My first doom map
61. DOOMFEST (W.I.P)
62. VEXOIVOID (DEMO)
63. Finishing The Mission (WIP)
64. HEXEN: Afterlands - 10 Level Hub (Final Cyrgoth WAD)
65. First WAD-Techbase Torment
66. [PRBoom-Compat] Unhallowed
67. GAWRGURA.WAD
68. My First Doom Map: Planet of Pests
69. OverBuffed v2 (10MAP DEMO) (First Project)
70. The 12 Days of DOOMMAS! December Speedmapping Event
71. Anarchy- an Unofficial DOOM 64 sequel
72. DBP30: The Magnificent Five
73. SIX MAP WAD DEMO
74. Gothic Da 1
75. [GZDoom] Tubeworm - beta 1 release!
76. Cold Shoulder (A limit-removing, tech-base Doom II map)
77. A Hole for Meat 2.0 - GZDOOM - Doom 2
78. EVIL OVERRULED (Vanilla styled Ultimate DooM map)
79. My first wad
80. {DIVBXXXC-HXII}: A 3 map mini wad for DOOM1 (also, soon it will be updated with more maps ^-^)
81. Seven years have gone so fast.
82. Old maps
83. Clippyworld megawad collection compilation now available!
84. The Defiler of Tenets - An Official GZDoom Compatibility 11-Level Mega-wad (lol fuck off)
85. DOOM2 : Pezhell - I. [8 levels wad]
86. The Steppe of Terror - An Official GZDoom Compatibility 11-level Mega-wad Based on DOOM 64 (lol fuck off again)
87. My First Doom Map
88. [wip] hell's realm horror 1 map beta [now have a helper!]
89. Sketch Doom a.k.a. Take on Me MOD [RELEASED]
90. DOOM: HELL UNLEASHED - EPISODE 1 (Plutonia Inspired Wad, First WAD Project)
91. Lost Moon Outpost
92. Imp [gameplay mod | v1.0 12/12/2020 | final version]
93. 3030 - my take on a "city map" (Boom+)
94. New 2 map set - just in time for Clipmas! "There and Back again"
95. labyrinth of the aku december update



Introducing Noob's Nimble Newstuff Mentionations

STARTING FROM THIS ISSUE, a new ranking/award system will be implemented to newstuff, and mods will be marked by a set of colors (explained below). Although this can serve as a way to quicky skim for quality wads for busy readers out there; the main purpose of this award system is marking certain releases by color to better indicate their quality and to give these more recognition in general. Some readers that don't take an extensive look in this section often might even like this!

Since the ranking is mainly done by a single person (for now), full objectivity is not guaranteed. It does not care about the author's background, whether they are a staple community figure or a long-time lurker. Occasionally, the award system might not connect to, or align with the mod's description.

The award system is as follow. This is not final, and could be changed any time:

Dispensable Paperbag - *Where questionable contents in terms of quality reside. Play a lot of these and you risk losing appreciation of Doom stuff.*

Serviceable Appetizer - *The Default Hyperlink Color has been repurposed to award mods with okay quality and nothing truly stands out. None of these are truly bad - play them at your leisure.*

Polarlizing Cult - *Divisive/avant garde content that is too interesting or good at their core to be bad. Most of these are totally worth a look.*

Evocative Enigma - *Good to great stuff, featuring many (criminally) underrated works. Do check them all out.*

The Omnipotents - *The ultimate award. Everything exceptional in quality (and occasionally development background) wears this color. By the Doom Masters' words, you are obligated to play them.*

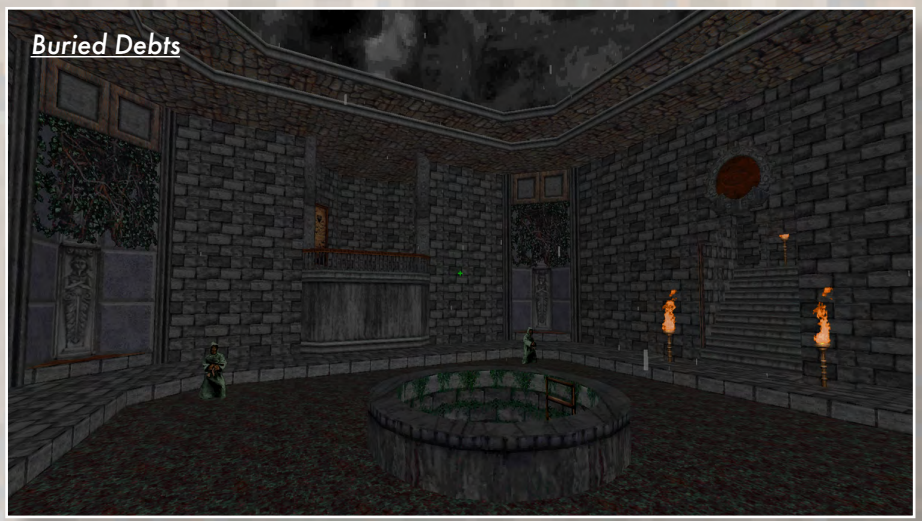
In every issue, 1-2 mods from green/red (or even orange!) award family may get a chance to have a proper, full-length review similar to the ones in WAD Corner. These reviews are done as a mean to further recognize outstanding work the author(s) have put in these mods.

Faithless: Trilogy (GZDoom - Heretic/Hub-based >30-level megawad) - New **Heretic** content is always a good thing. Now we have a a multitude of surprises packed together: **Heretic** with gameplay changes included, a full-length megawad, original soundtrack, and made by *Jimmy*.

Bike Doom (GZDoom/Single-level) - After years of sticking around with a bunch of street gangs, you decided to use your newfound motorbike skills, demon catching and construction skills to build up a messy playground but amusing enough to play around with. Unfortunately, things took a darker turn. By *The Bug*.

Buried Debts (GZDoom/WIP Single-level) - A mod made for (and require) a mod that attempts to recreate bloody occult gameplay in a certain game, known as *ZBloody Hell*. Features **Blood-like** gameplay with near-authentic visuals and light puzzle elements to spice up the pacing. By *sluggard*.

Lost Civilization 2 - Part 1 (GZDoom/WIP 3-map demo) - Still yearning for another masterful map combination of great visuals and huge size? Here comes the sequel everyone was ask-



Buried Debts

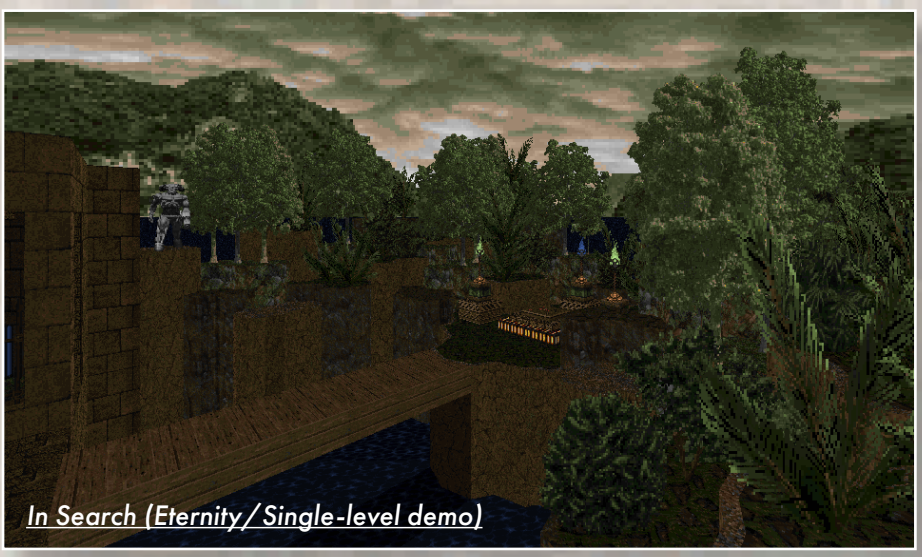
ing for, now with an additional layer of custom enemies and weaponry (+sport minigames!)!) By *Jaska*.

Nolstagia Ain't What It Used to Be (Boom-compatible/13-level wad) - Embark on an adventure inside a machine and attempt acquire knowledge of a long forgotten species. Be aware, as the machine itself is sentient and will go great lengths, playing its various cards on you to prevent your returning trip. By *JadingTsunami*.

First Contact (GZDoom/6-level WIP demo) - A levelset with hubs, allowing you to traverse and beat certain levels according to your will. While the gameplay and map geometry leave a lot of room for improvement, the attention to detailing and architecture is something that is hard to miss. You even get to fight Cacos in space, no gravity, that's a plus in my book. By *Deon*.

*F*cktower (Boom-compatible/Double-levelset)* - Travel through a bizzarely designed condo because you are pissed you got a fake BFG. It is best that you go around the building and kill as many mobs as possible to appreciate it. By *Trupiak*.

Operation B.A.D.V. (GZDoom/4-level wad) - A remake of Roebloz's unexpectedly explored mapset. You still reacquire your backpack from the pissed off Hell bodybuilder, everything just looks prettier now and has difficulties. By *HQDefault*.



In Search (Eternity/Single-level demo)

Torment (GZDoom-Boom-compatible/Single-level) - Short hell map where everything is gory, kind of surreal and you are essentially going down a lot to reach your goal. Fast gameplay complements the map rather well, and the extent *Endy McGufin* has gone to make the map playable on as many ports as possible deserve attention.

Ar Luminae (GZDoom/Giant Single-level) - The long lost cousin of *Ancient Aliens*. The accidentally oversized filling of *Mapwich*. Attempt to recover the arbitrary *Plot Device* in the titular planet as you traverse through a wide variety of environments, from lively jungle, creepy temples to highly intricate techbases. The journey would be super long - some encounters are all out slaughter, some are just pure combat. You might need to use your brains too. In return, your arsenal will be slowly upgraded in quite fascinating ways. Either way, take your time to breeze through this masterpiece. Supercharge included to augment the experience. By *Aurelius*.

Mayhem (GZDoom-Doomsday/Single-level) - Hell map from a long time ago *cihatkaya* managed to finish. Despite the name, most of the map is rather lean on the atmospheric side, though encounters can catch you offguard. Best played with *Doomsday Engine* for visuals.

Serenity Now (GZDoom/Single-level) - Interesting in design, not quite in goal. Gameplay and theme however more than makes up for flaws the map has. By *TravyB*.

Temple of Vanth (GZDoom/Single-level) - A temple full of marbles, brimstones, hallways, complexity and enemies. By *Delisk*.

In Search (Eternity/Single-level demo) - UAC messed up with your destination, you now end up in a mysterious ancient temple worshipping demons and favor magik portals. Thus, you must fight your way through it, in search for an escape. The first section will deem your worthiness to play the map - the challenge is as good as the visuals. By *Misty*.

Hard Times (Zandronum/Single-level) - A fastly made speedmap by Pezl that requires you not to play it slowly.

Necroplasm (Vanilla Heretic/4-level demo) - More Heretic goodness! Also featuring the magnificent works from *Raven MIDI pack*! By *SOSU*.

Steel Sepulchre (Vanilla/Single-level) - Wild *xdarkmasterx* appears! A techbase map this time around, with even more impressive visuals and sadistic gameplay that will challenge a number of players.

Halls of the Goat Child (GZDoom-Doomsday/Single-level) - We've got another map with double compatibility coming up, and from the *Cacoward-winning* author *Remilia Scarlet*. A beautifully designed medium-length challenging map that will test your skills while further delving into the stories of the unhinged marine seen in *Shadows of the Nightmare Realm* as his soul continues to be mentally (and physically) challenged through the Eldritch environments. *Doomsday* recommended for best visual effects.

I.H.N.I Ep 1 (GZDoom/3-level demo) - Partial conversion stuff, with overhauled weaponry, greatly designed textures, impressive *GZDoom*



effects while somehow retaining the classic fast-paced gameplay. By *Kraja*.

Vanth Complex (GZDoom/Single-level) - Standard techbase map with cool lighting that is related to Temple of Vanth above, also by *Delisk*.

Dreadstone (GZDoom/Single-level) - Densely packed short hillside trip that is not a map07 clone. By *YestoDooM*.

Reaper (GZDoom/7-level wad) - Old-timer *Doom OG* pulled out a **Doom** episode that felt 90s in spirit and execution - from visuals to quirky gameplay - switching lighting, demons in a vent, and more. While everything here isn't what you would expect from a *GZDoom* mapset, it's good enough. By *Doom OG*.

TNT Goes Boom! (Vanilla/6-level wad) - Fast-paced, bite-sized mapset with *TNT-inspired* visuals, design and environmental storytelling. Bonus with gameplay that can easily tame your butt.

yourPAL (Various/Minimod Collection) - A package of pallette mods by Juza meant be make certain visuals (pickup, pain, etc.) to be more pleasing.

Torrential (Limit-removing/Single-level) - Adventure through a largely overgrown mountain temple while being a party pooper to the residents there. Many bullets and rockets included for sniping pleasure. By *Salmon*.

Stygian Abyss (GZDoom/Single-level) - *Deathclaw886* attempted to follow **John Romero's** level design rules. While the end result needs a considerable amount of touch-ups - a series of hallways, boxes and imps stitched together vaguely resembling a moody abyss - there are some good detailing and lighting choices to be found nonetheless.

DOOMFEST (Boom-compatible/WIP 1/4-level wad) - The journey that totally has nothing to do with harvest or festival. The current version contains neatly designed

Backrooms (GZDoom/10-level wad) - 10 phases of backrooms, 10 times of suferring, starring the *Scarlet Spimper*. By *Telemassacre*.

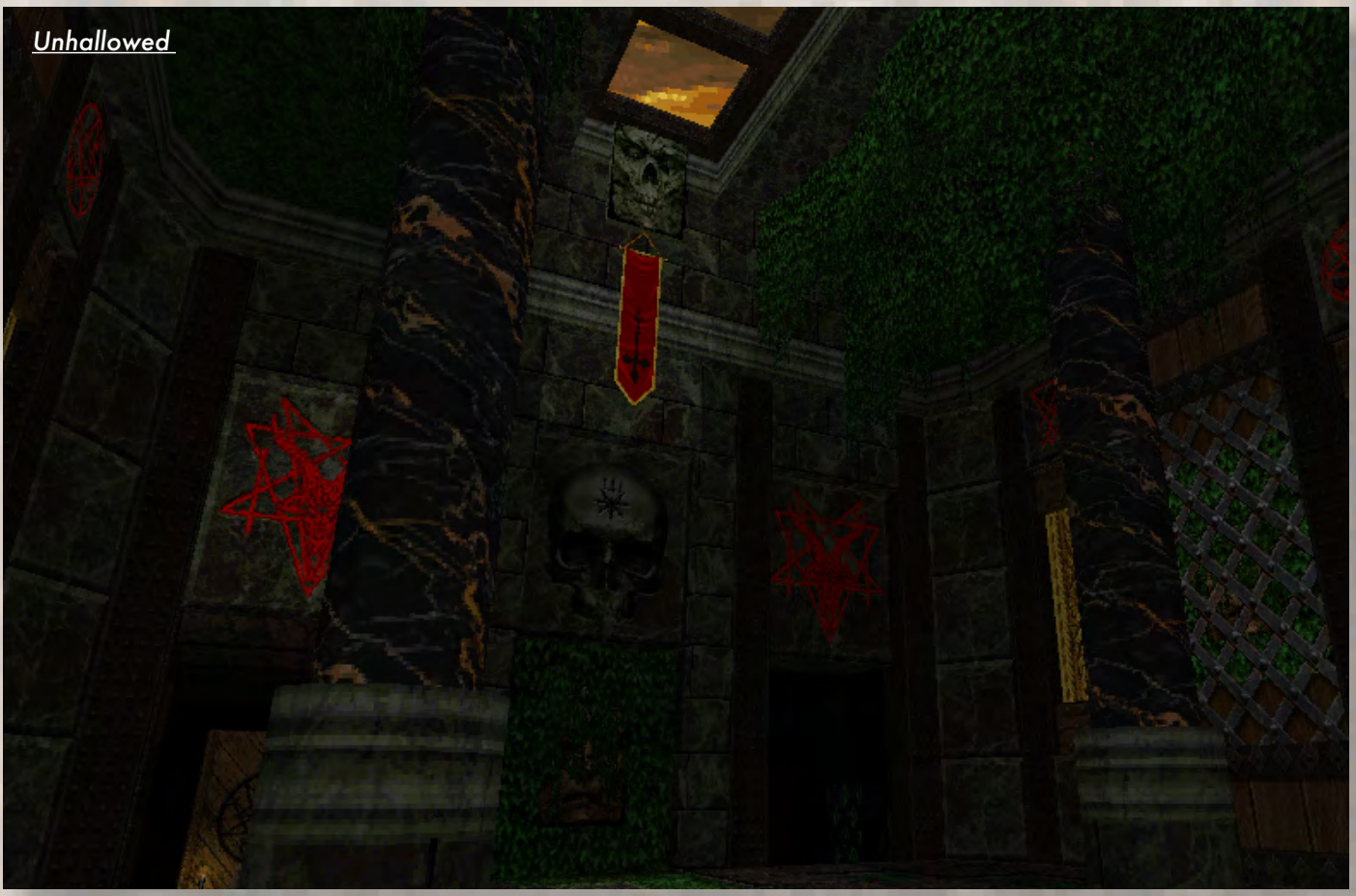
Boss Battle Bonanza (GZDoom/11-level wad) - The best of the best demonic elites split up and attempt to ambush you on your way to work, and you are running out of time. The team has quickly orchestrated a linked series of bizarre outposts and minions, and getting past each of these can be very tricky. Escape and be quick. By various, project lead by *BluePineapple72*.

Shut up LSA (GZDoom?/Single-level) - We have a *Clippy* double feature coming up, and both are speedmaps! The first one co-stars a booty Cyberdemon. He loves trapping marines, and decided to play a little game with you. Your pistol, your punch, and movement are the only tools allowed. You have to pick up keys in quick succession. Otherwise, the Cyb and co. will hurt you.

Goodies on the Boat (GZDoom?/Single-level) - Booty Cyb isn't done with you. You now are on a river escape, and he has stopped the flow - defeating him and friends in a nearby outpost are required to progress. A magical force has somehow lend you a hand with supplies on the empty boats - use them to your advantage. At least this one is more normal. There are too many woods though.

Teleport/Base of Traps (ZDoom/4-level wad) - A composition of cool ideas, gameplay gimmicks and interesting visual choices/overall





design buried under flat level geometry and an unhealthy numbers of enemies present. By *Castr_Tricks2*.

Temporal Tantrum (MBF-compatible/8-level wad) - Entering the territory of *NaNoWADMo* remnants. A wad collaboratively created by some people over /vr/, spearheaded by *WashingMachineEnthusiasts*, with an unique visual style. The gameplay builds up map after map, akin to *Scythe*, with many unique elements and twists.

NaNoWenMO (Vanilla/3-level wad) - Snowy short sweet stuff. With techbases, lots of mountains, a variety of combat puzzles thrown in, this wad is perfect coffee break material, or if you just want to chill in this cold season. By *WeN*.

GAWRGURA (Limit-removing/Single-level) - In this (hopefully the last) *NaNoWADMo* mod, you are attempting to impress your anime lord by kicking demon butts. They've set up fortresses reminiscent of what you've encoutered at *Plutonia Experiment*, complete with an excessive number of Revenants. You are going to need to think for a bit (and react quick!) to get your point across. By *E.M.*

Unhallowed (Boom-compatible/Single-level) - Forum veteran *CyanoBlugron* cooked up something, inspired by Sunder. It's aw-inspiring beautiful. In return, you'll have to calculate your shots and make specific plans to win hardcore setpieces you will have to endure. HNTR/HMP recommended for best experience.

Shattered Bunker (GZDoom/Single-level) - *Snaxalotl*'s first level that doesn't feel like a first map. Uses *OTEX* and while mostly using the basic enemy archetypes - imps, pinkies, zombies - good (aibeit leaning on the easy side) combat and visual style is to be expected.

EPICMAP (Limit-removing/Single-level) - A first level that actually feel like a first level. Uses vanilla textures. The visuals are the usual novice-level stuff, but the gameplay is solid enough to not be put down. By *PAVEL*.

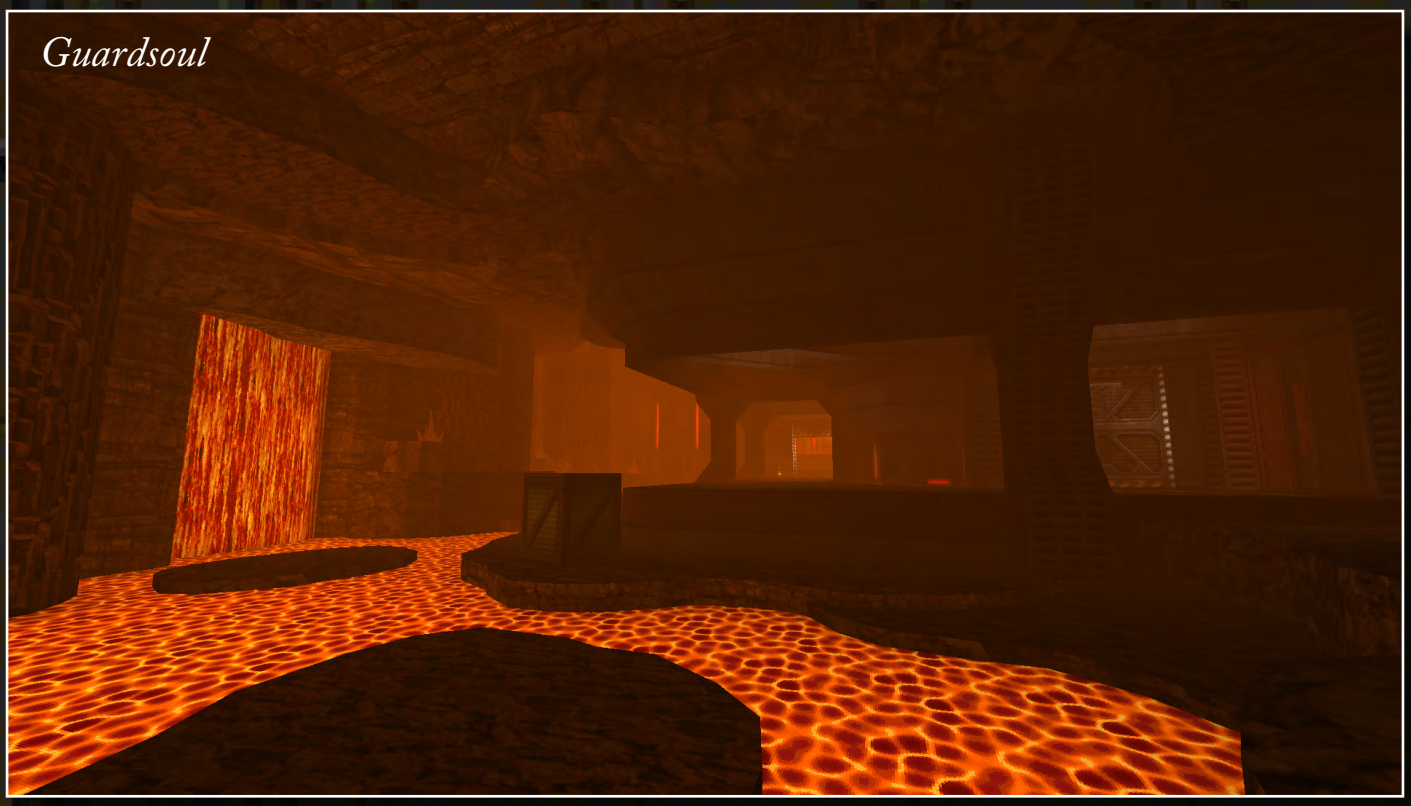
J25 (GZDoom/6-level demo) - Maps made by *MEMEAIDS*, featuring classic-styled gameplay, interesting design progression and a fairly minimal visual style.

Tubeworm (GZDoom/Single-level) - Exploration-focused non-linear level, centering around a pseudo-hub, each paths bring you to interesting setpieces. You can also exit the map early, which is always a welcome addition. By smeghammer.

Wolves' Den (GZDoom/Single-level) - Gothic-medieval styled level. The visuals are crunchy - albeit faulty in some places, And only 10 mins are needed to get through it. However, you again will be have to be quick and precise to overcome certain tricky CQC encounters that could easily screw yourself up. By Black Shuck 97.

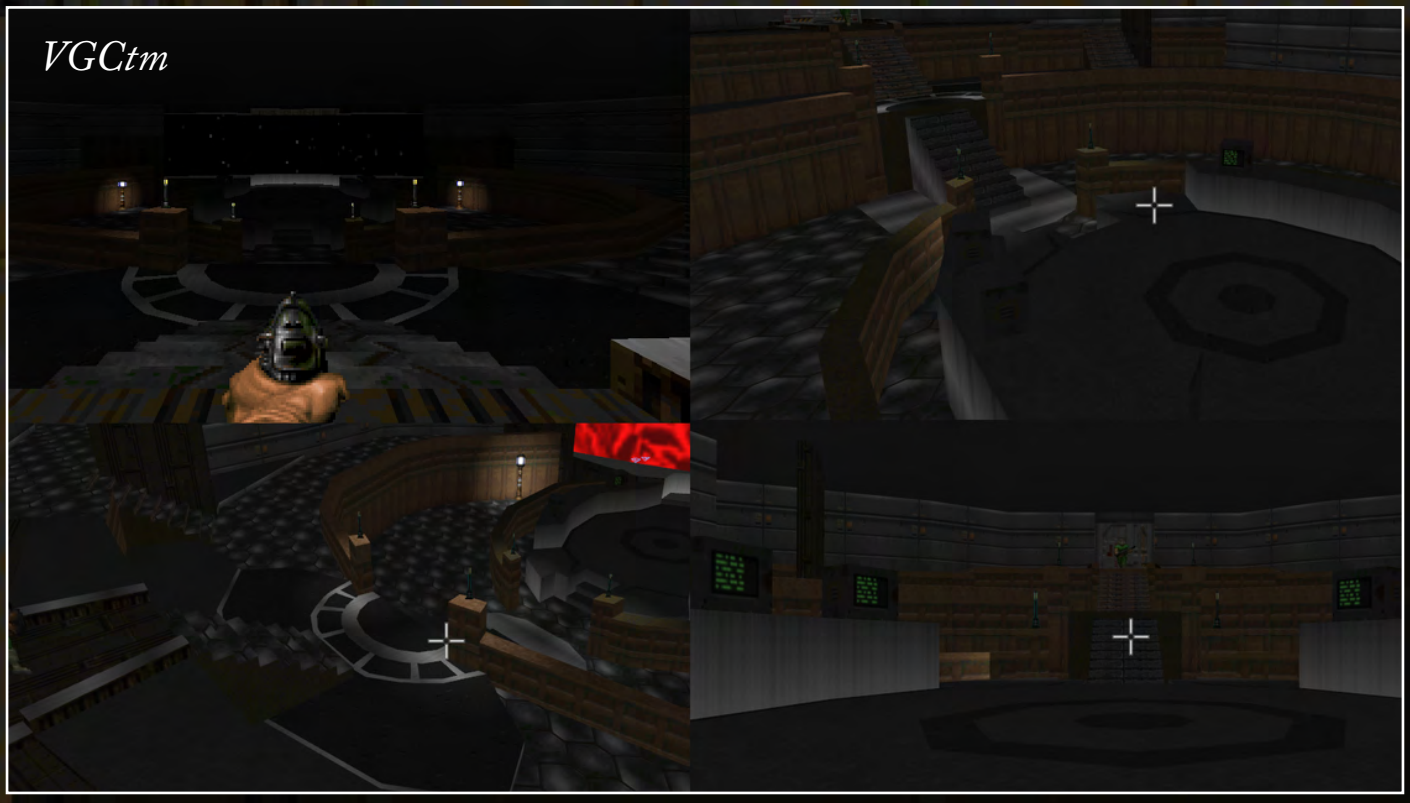
The Magnicient Five (Limit-removing/5-level wad) - A cowboy, fueled with vengence. A legion, all against him. 5 weapons, assisting his journey. 5 levels, recounting his adventure. By *5*, within Doomer Boards.

Guardsoul



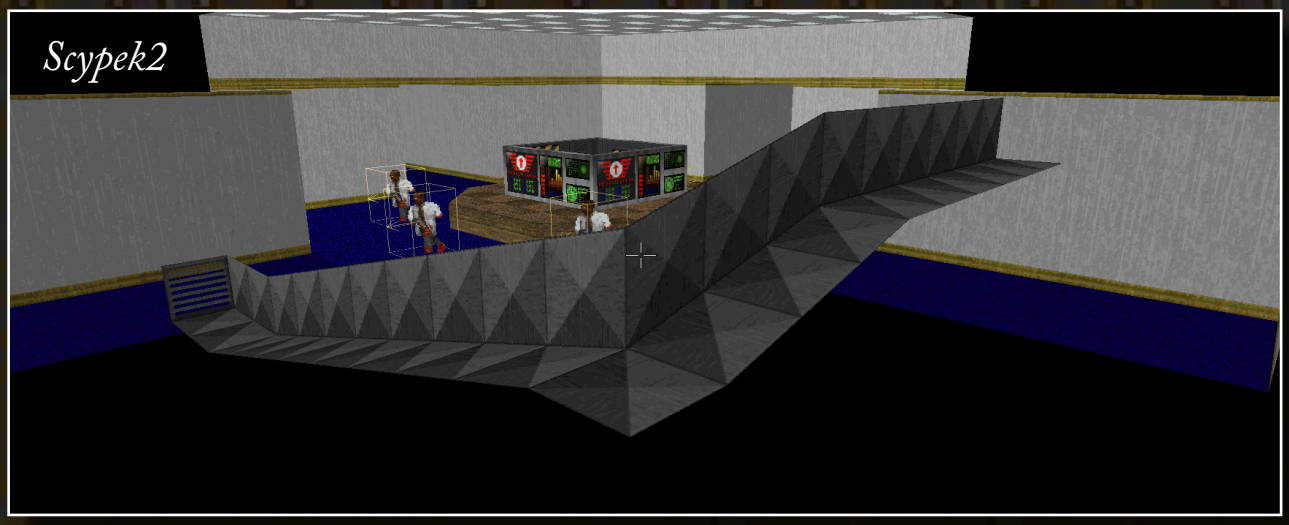
PICTURES GALLERY

VGCtm




Jazzmaster9
Health
85
Javelin
10
Gold:
Shards:
Armor
0


lilpastasalad
102
50


Scypek2

Jaska



SaladBadger



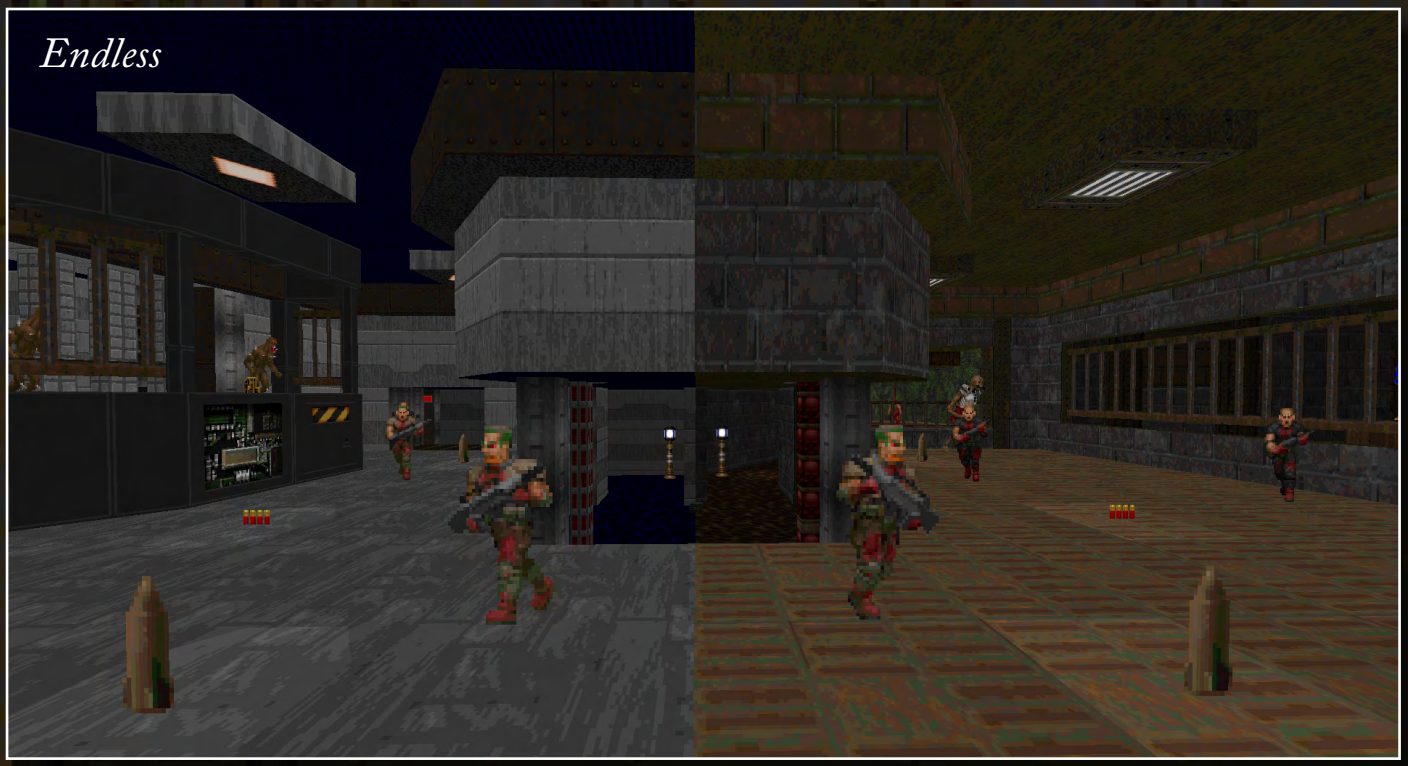
Gez



Argenteo



Endless

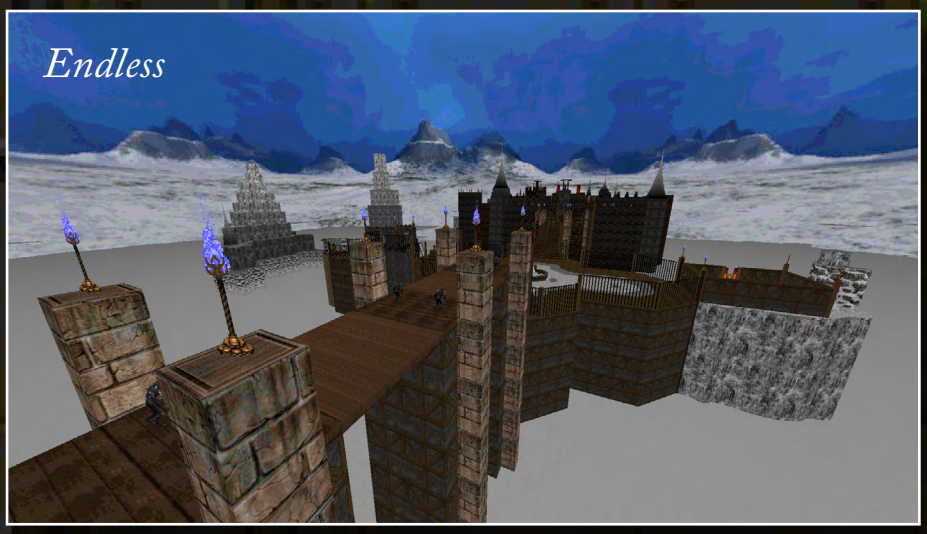


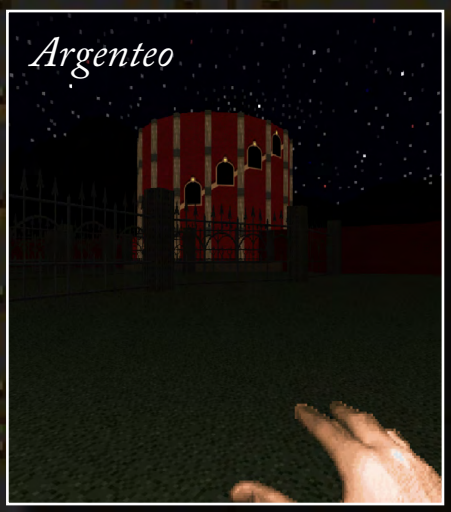

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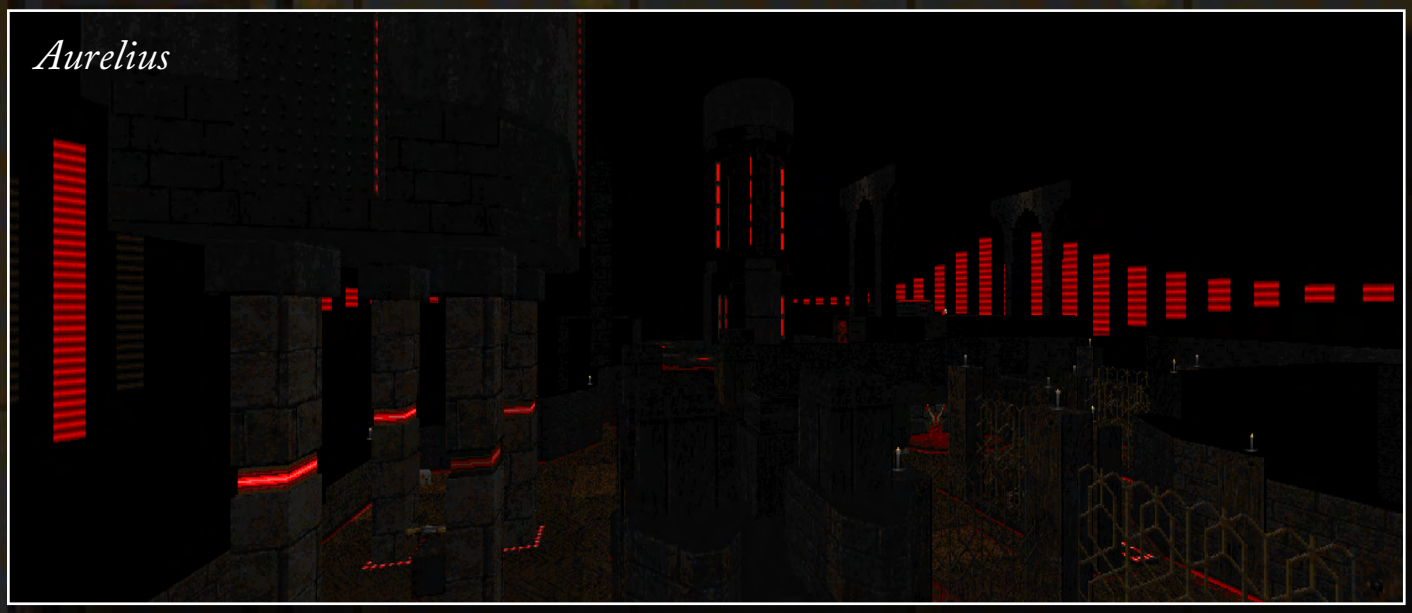

mrthejoshmon
TNT
TNT
400
AMMO
100%
HEALTH
2 3 4
5 6 7
ARMS
200%
ARMOR
BULL 400 / 400
SHEL 100 / 100
ROKT 100 / 100
CELL 600 / 600


Misty
34
200


Walter Confetti


Endless

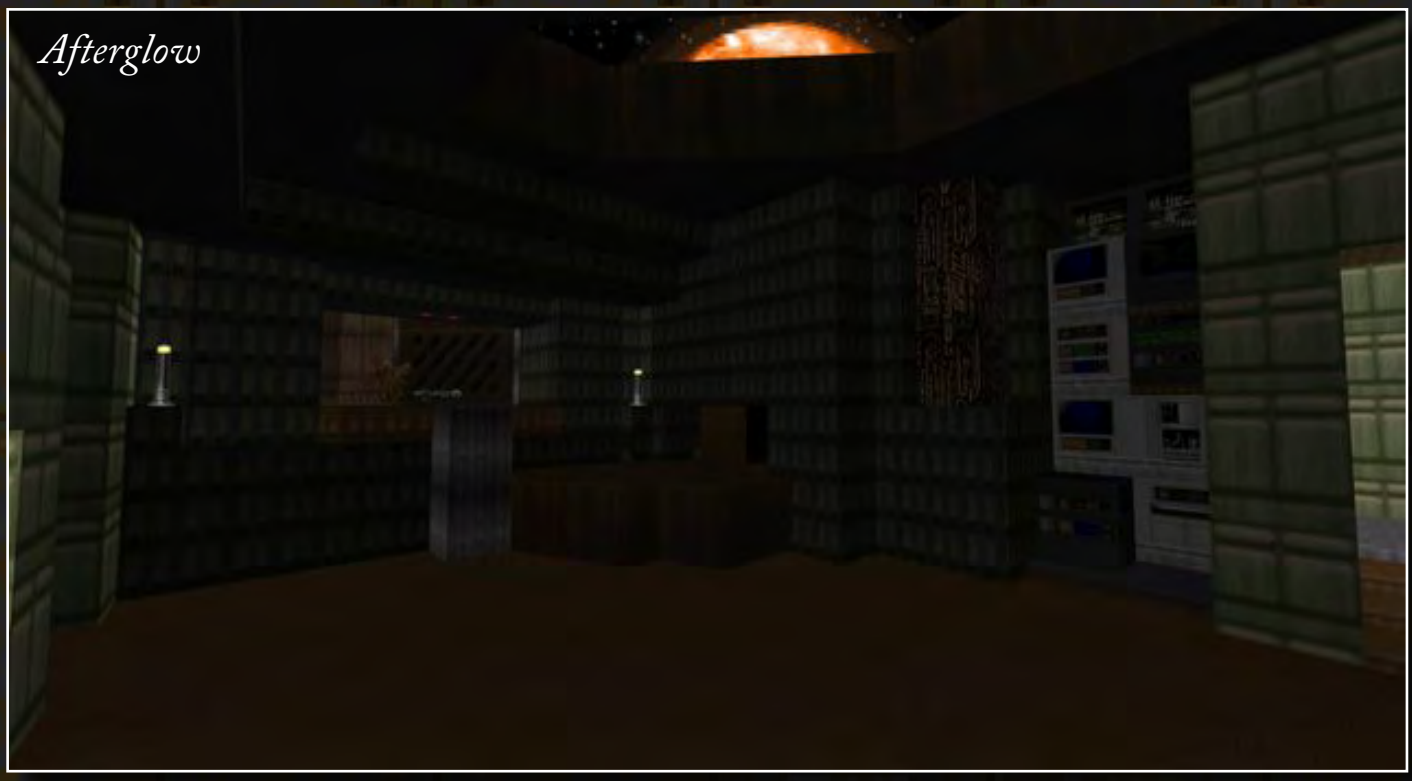

Argenteo


Aurelius

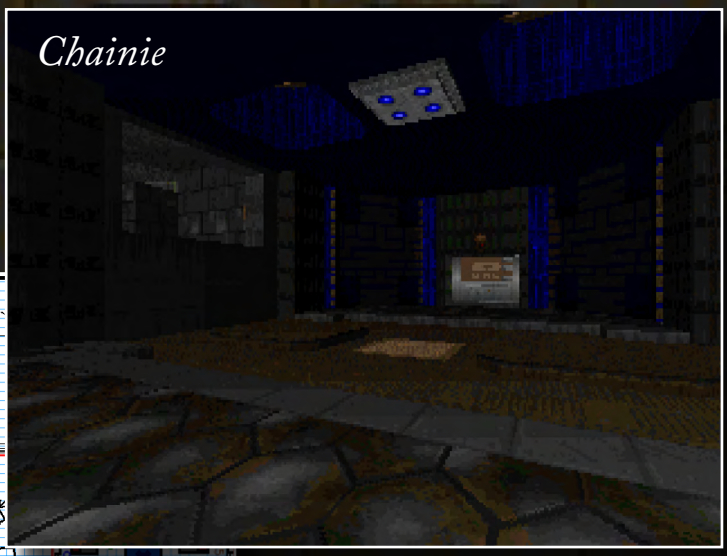

Jimmy

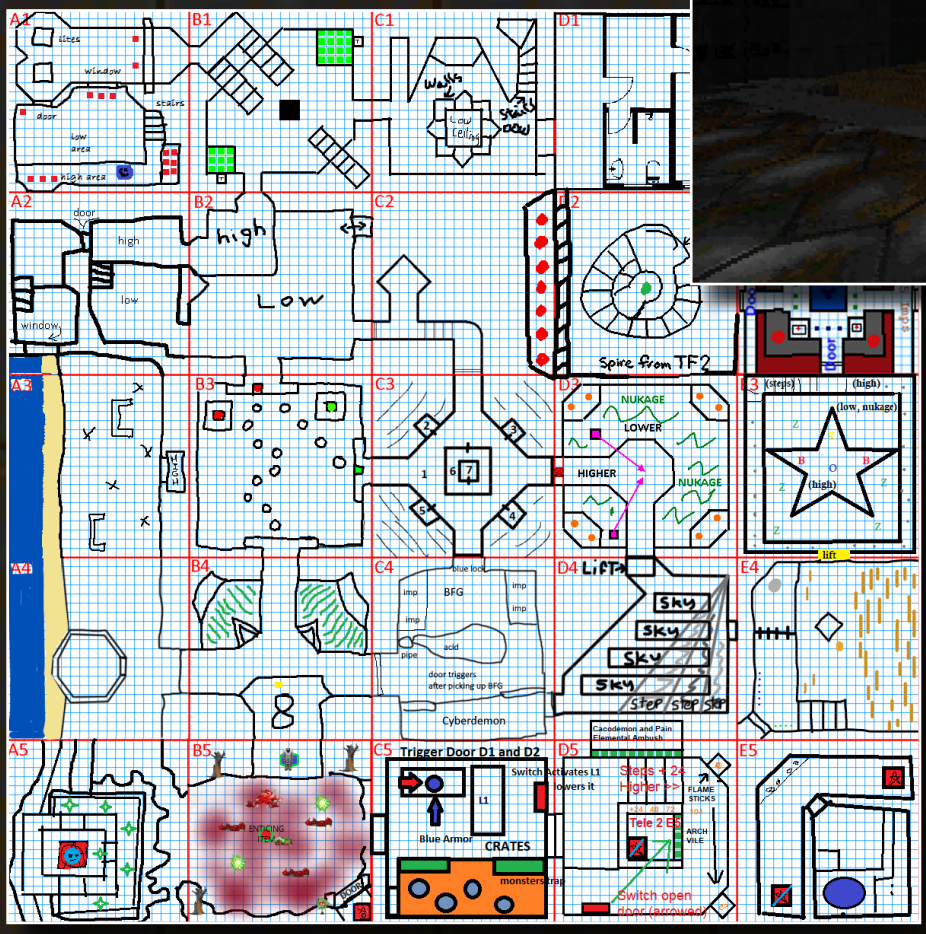

Soundblock

Afterglow



Chainie

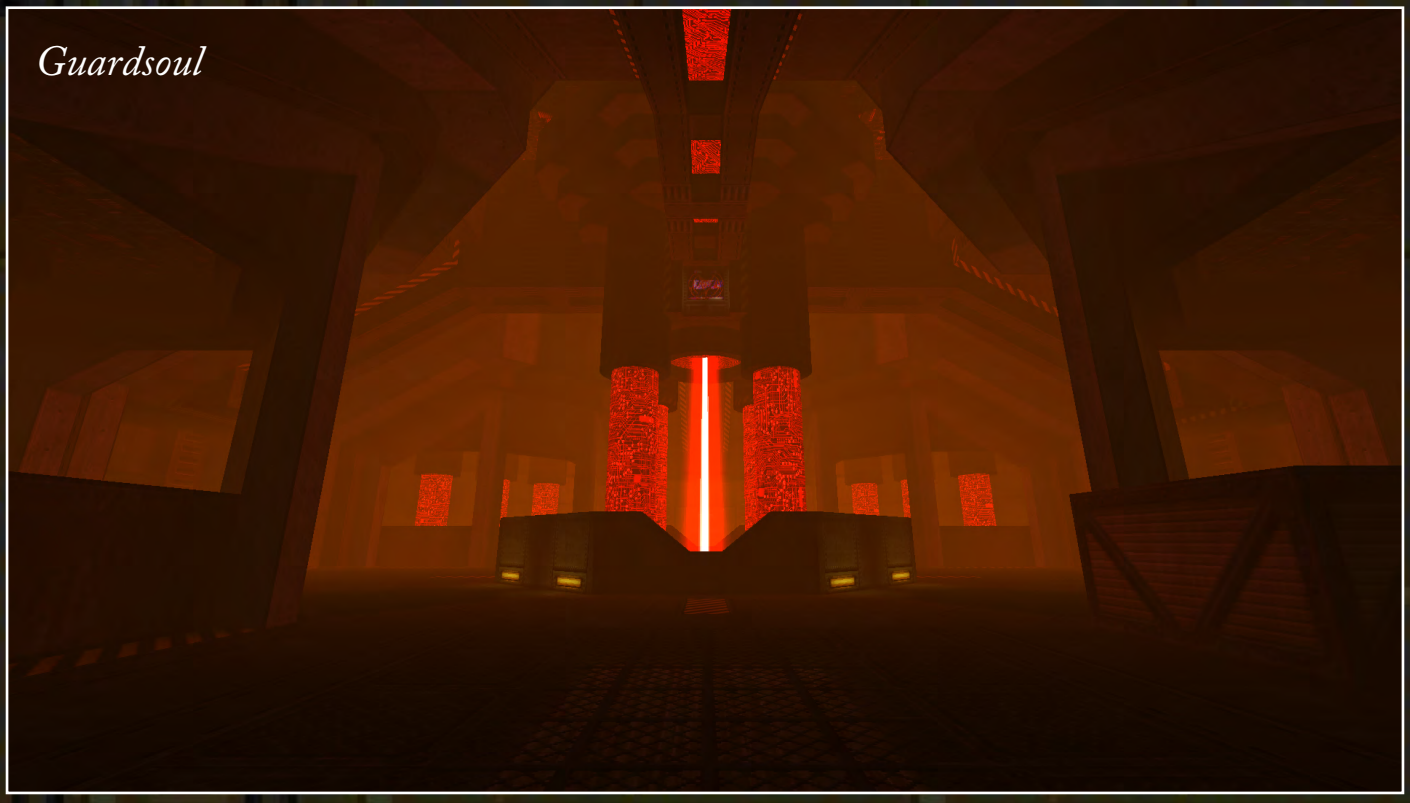


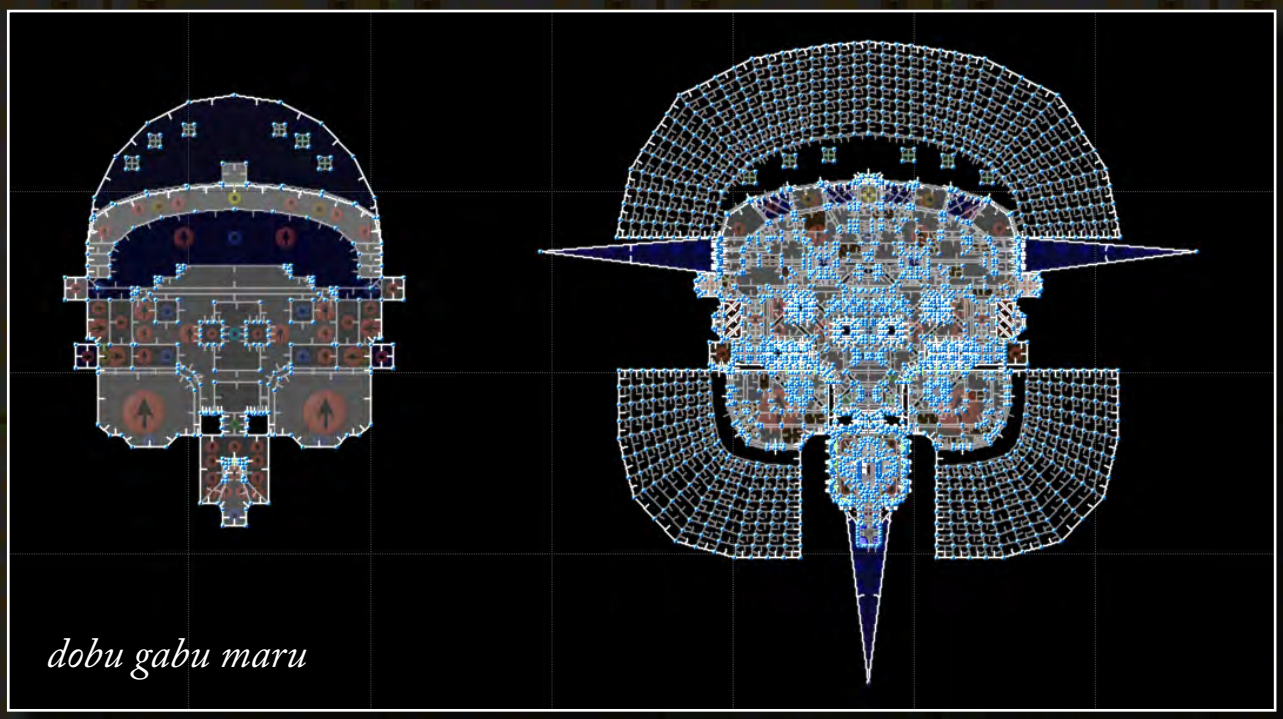


Rince-wind


antares31

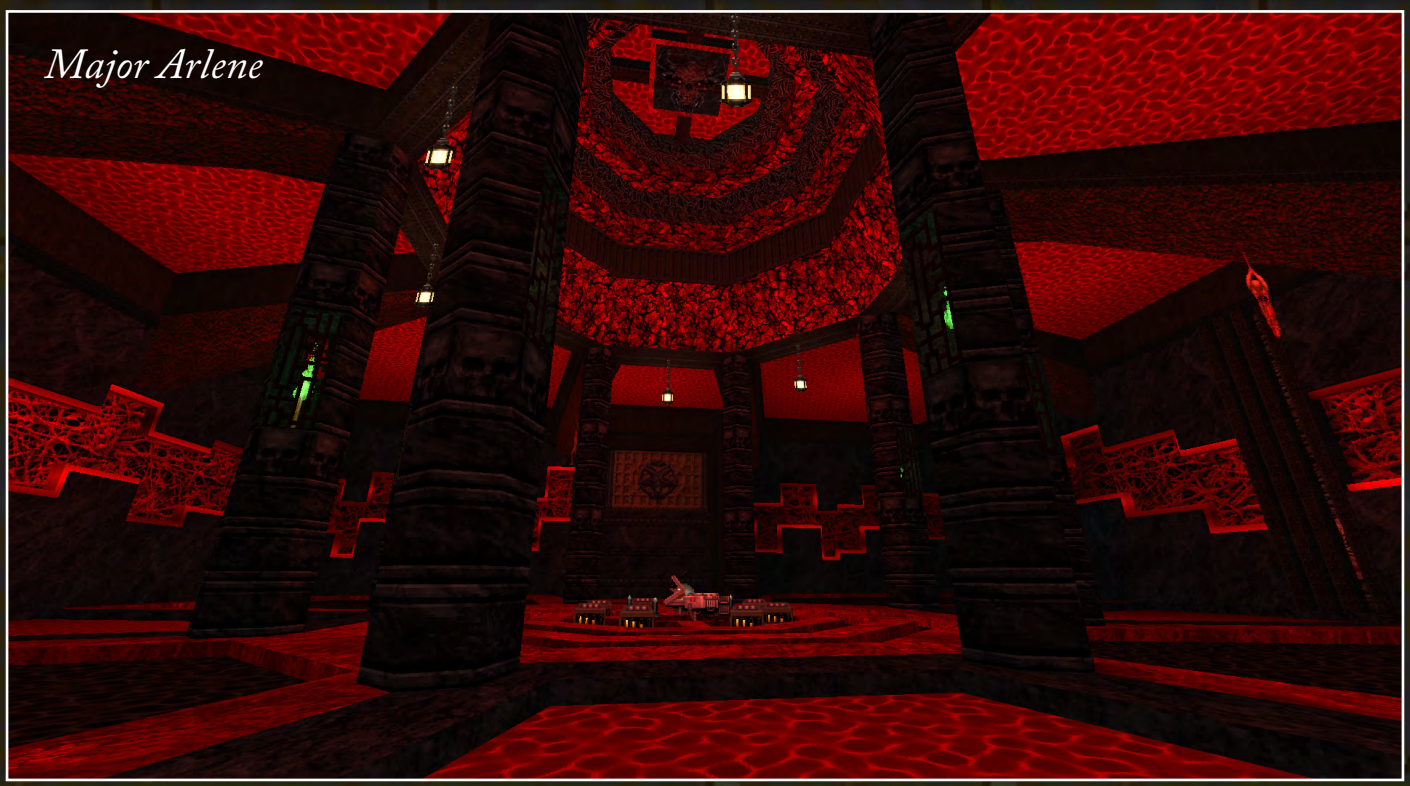

SlipgateTourist

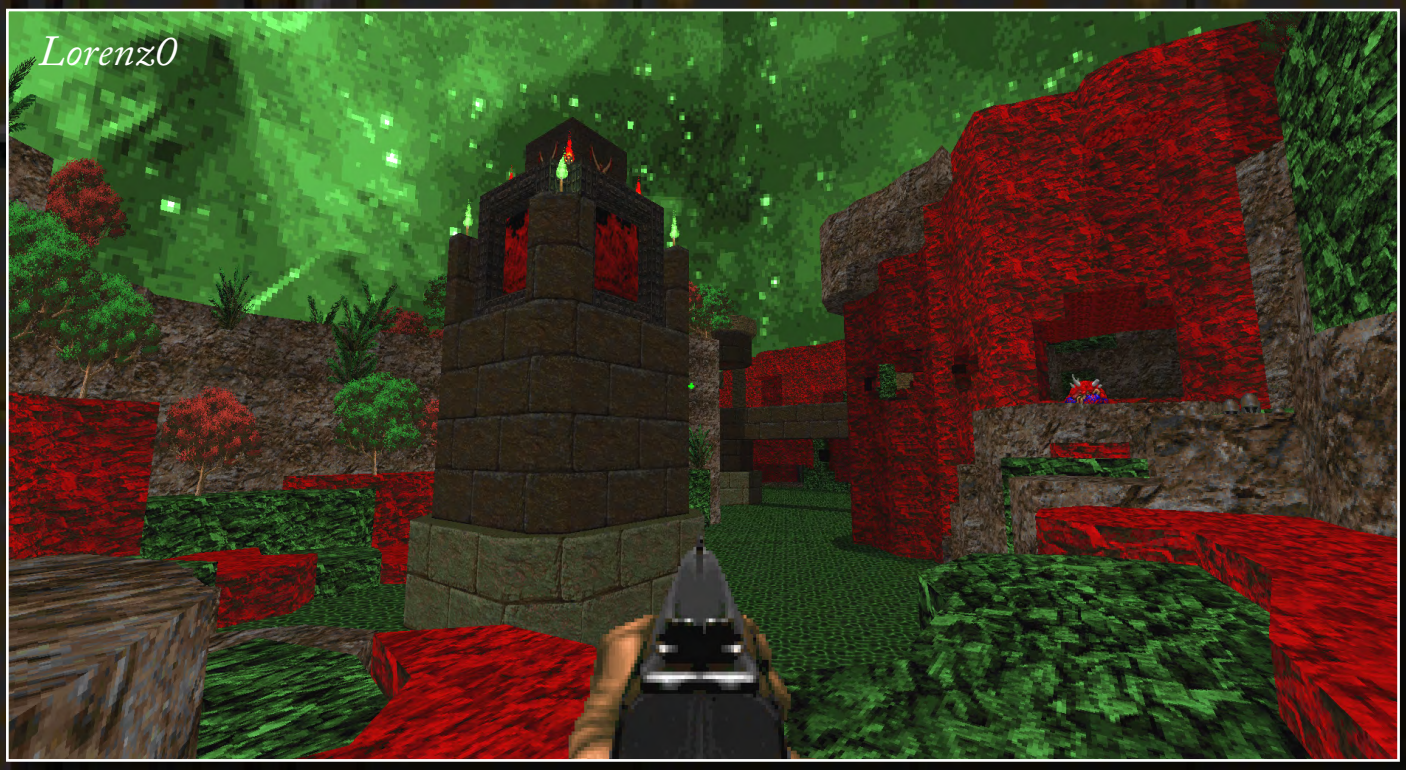

Guardsoul


dobu gabu maru

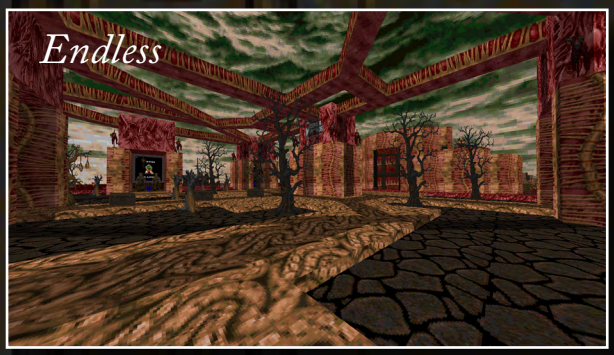

Argenteo

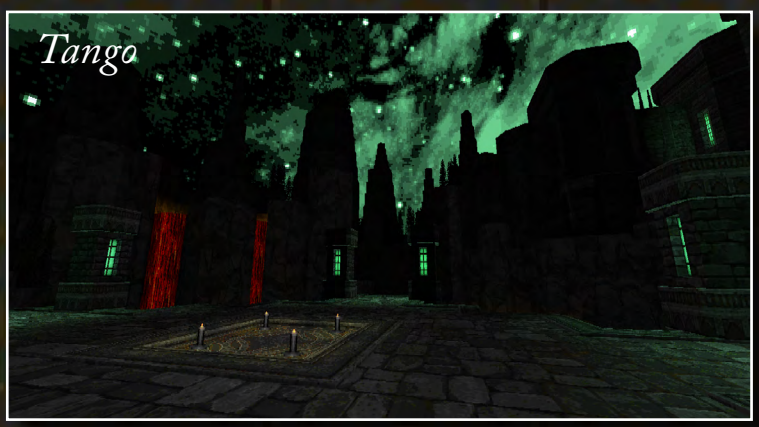

Grungus414


Major Arlene

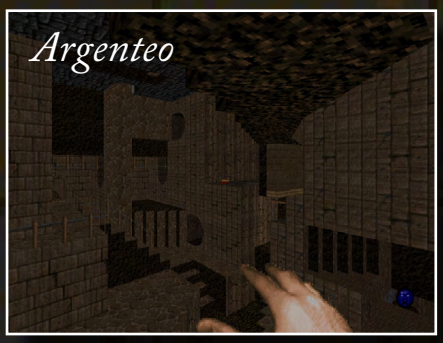

Lorenz0


BluePineapple72


Endless

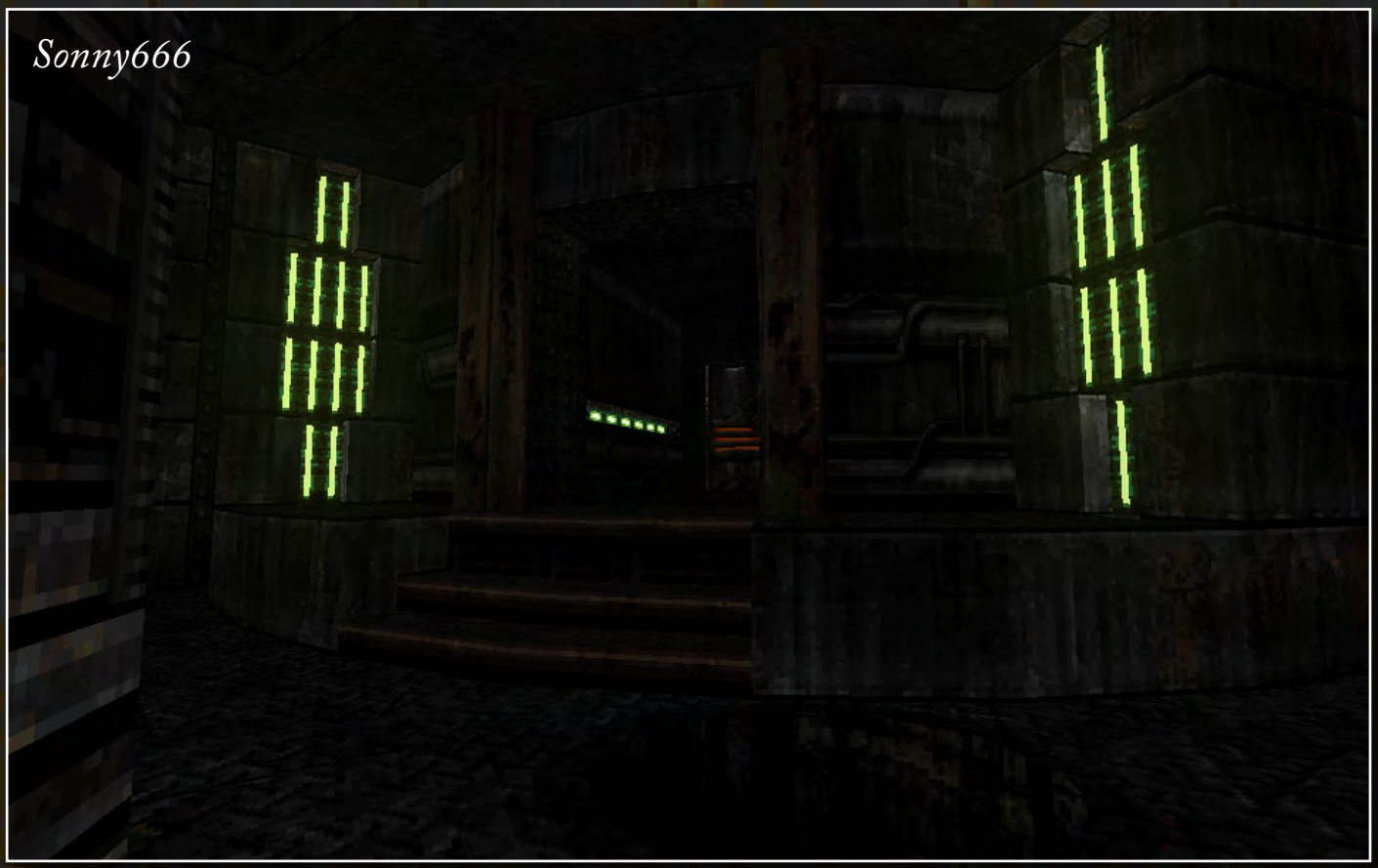

Tango

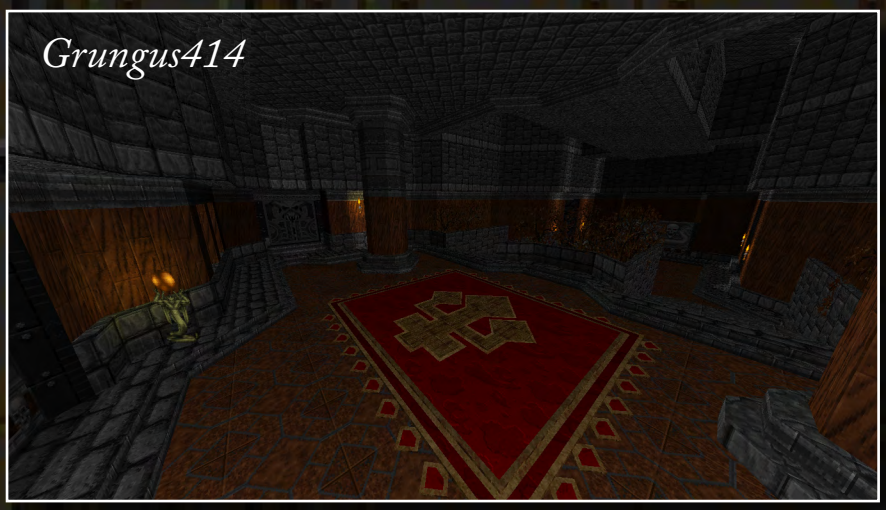

StalkerBlade


Argenteo


nue


Grungus414


Sonny666


Grungus414


Breezeep

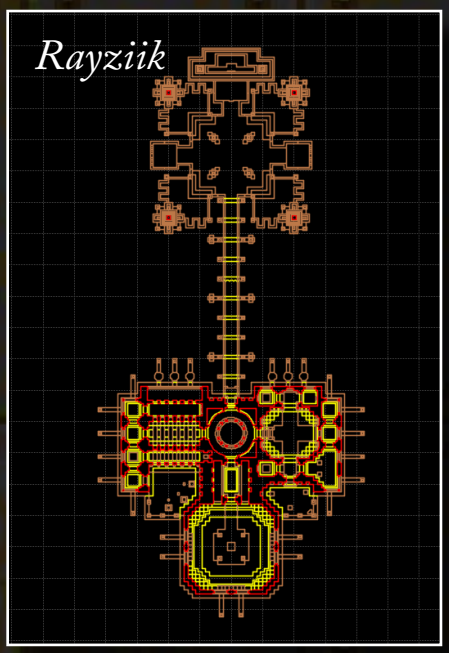

ketmar

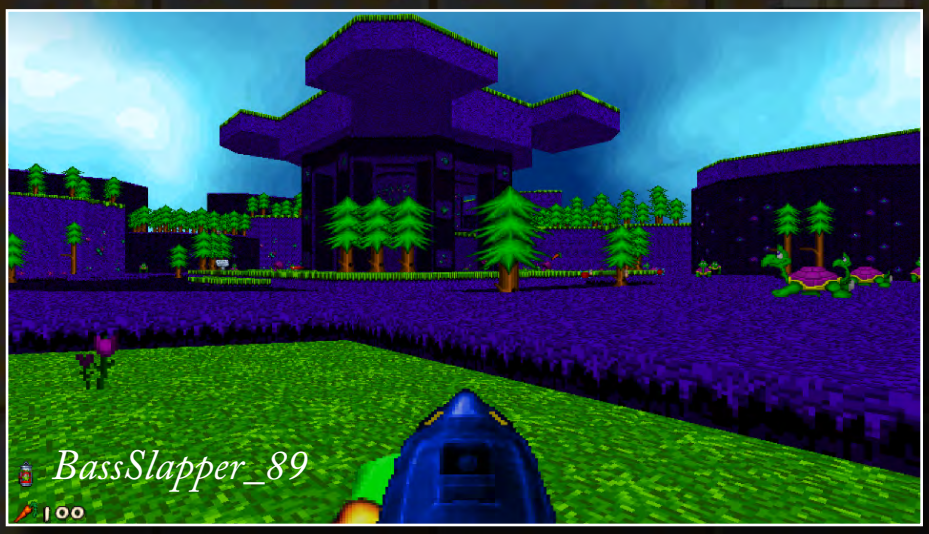

NieMaMordy


nue
100


Breezeep

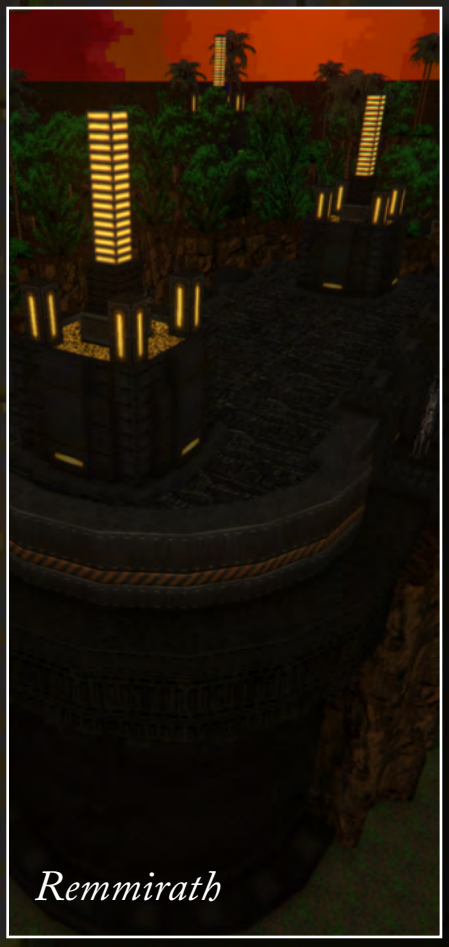

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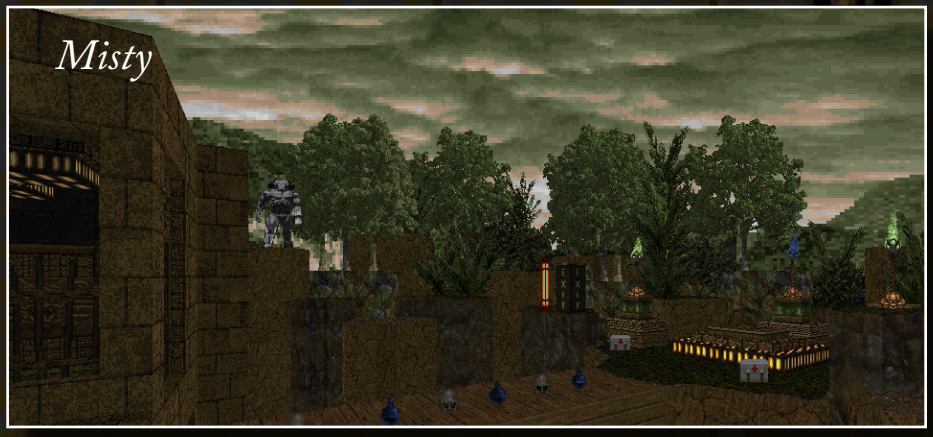

Rayziik


BassSlapper_89
100


sluggard


StalkerBlade


Remmirath


Misty